Applecations

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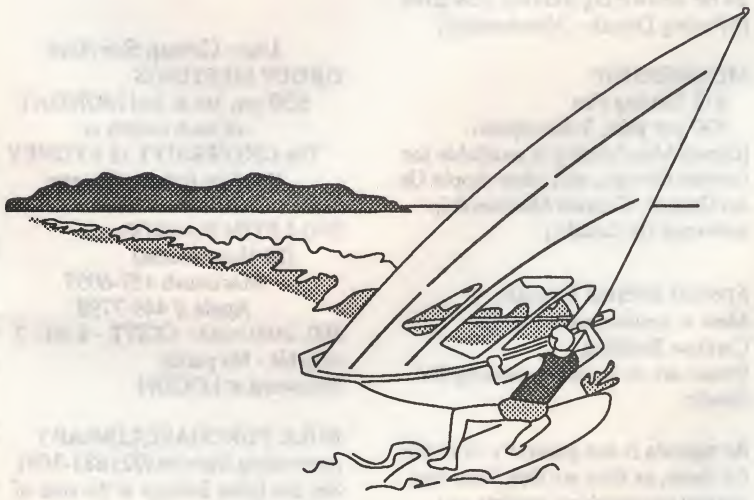

Editorial

A funny thing happened on the way to this month's magazine...

Because of the importance of Macworld Expo this month, I was hoping to get the October Magazine out in plenty of time. Unfortunately, a few things got in my way.

Have you ever had one of those days...?

It all started quite innocently. A co-worker of mine is a keen photographer, and a Mac user. He had taken some incredible photos in Central Australia, and we thought it would be great to scan some of these as colour images. I currently have the AUG's Microtek Colour Scanner, and I'm doing a review of Color Studio, so I thought this would work out very well.

The first few scans took a little time to get right, but we started getting some interesting results. Then disaster struck. I suggested we try the Scanner software that I had received as part of the Color Studio 1.01 beta kit.

All installed, ready to scan, press the button marked "scan"... My hard disk is making unusual formatting type noises. In no time at all I had destroyed all the data on my 130 meg hard drive.

This curtailed further scanning activities for the evening. I spent the next day recovering my hard disk. The magazine? Yes, that was on the hard disk. But not to worry, I had a backup on the external 100 meg drive. Opened Design Studio to make sure it's all OK - no problems.

But while I'm looking at it, I notice a small change that needs to fixing, and do it on the spot. Pressed "Save" and - System Crash!

Needless to say, this (backup) copy of the magazine was now destroyed. I turned my Mac off, and went for a walk.

When I returned, I proceeded to rebuild the magazine from scratch.

Some of the techniques I used to get it happening quickly were probably quite useful, and I'll write an article as soon as I recover.

All this is to explain two things, The lateness of the magazine, and the spartan nature of the magazine this month. (I haven't had time to add too many pictures).

My apologies for the above, and I hope to be better prepared next

Apple User's Group (Sydney) Inc.

(Incorporated in NSW)

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Meet at various rooms in the Carslaw Building
Please ask at the main meeting for details.

An agenda is not generally available for these, as they are free-form and depend on members interest and attendance.

General Meeting Format

6:00-6:30 - Members Bulk Purchase Store is open
6:30-7:30 - Announcements, Q&A, Disk Demo
7:30-8:00 - Refreshments and Socialising
8:00-8:50 - Main Meeting with Guest Speaker and Demonstrations

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month.

All sad stories should have a moral, and the morals from this story are clear:

1. Murphy WAS an optimist.
2. Never rely on only one backup.
3. If you need to use a backup, back it up before you use it.
4. Take one more backup.
5. Beware the beta.

Let me emphasise that I'm not blaming any of the software or hardware used above. the help I received from Letraset and the Microtek distributors was great.

By the way, thanks to everyone who passed on their good wishes for the magazine. I hope it can live up to expectations.

See you at Macworld Expo.

Ron

An Unusual Request

From Chris (Purchase/Sales - AUG)

I am collecting old or unused prescription spectacles in any condition for free distribution to the less-fortunate people in Sri Lanka (my country of origin). The glasses are sent to West Germany where they are repaired, cleaned and tested before despatch to the eye clinics in Sri Lanka.

So, if you have recently found it difficult to read your Mac or Apple Screens and have invested in a new pair of spectacles, I'd like to get hold of the old pair. Please mail them to the address below in a padded postbag, and I'll gladly refund postage costs. Anyone visiting the A.U.G. stand at Macworld Expo or on Market Day may leave them at these venues.

Mailing Address:

Chris Wanigasekera
456 Blaxcell Street
Guildford NSW 2161

Thank you in advance for your support.

Chris

Special Offer

To AUG(Sydney) Inc. from the Apple Users Society Of Melbourne Inc.
We will waive our JOINING FEE to all who would like to hold
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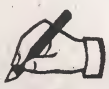

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Design Studio
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Save $1000!

Offer ends 31st October

• This offer is available to AUG (Sydney) members only. Please supply membership number with order.

• ONE copy per member

• Purchasers will be required to register with Letraset for their free upgrade to version 1.01.

• This offer will definitely cease on 31st October 1990.

• These items are full originals, not "demo copies" or "not for Resale" issue. BUT we would hope that members will take this offer in the spirit that it is given and not resell them for profit.

The Apple Users' Group (Sydney) Inc., would like to thank Robert Bryce and his staff at Letraset for their support.

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AFTER HOURS NUMBERS - PLEASE PHONE ONLY BETWEEN 6 & 9 pm.

The AUG (Sydney) 'Phone Service' is staffed with members who have volunteered their services. They will answer your questions to the best of their ability. If you are interested in helping others in a particular topic, please drop us a line with your name, phone number, and topic of interest. Thanks to those who have volunteered.

Design Master - A Visual Program Design Tool

Review by Chris Birch

What requires a pot-pourri of ORCA, APW and MPW assembler, "4380 cigarettes, 68.2 gallons of coffee and 600 hours of Lou Reed to produce"? Not a Satellite of Love, nor a Coney Island Baby but Design Master. Since its official preview at the 1989 KansasFest (aka Developers Conference) it has heralded the promise that, if YOU think you are a good programmer then there is NOW no excuse not to program the IIgs. Here's why.

"Satellite's gone up into the sky..."

Bundled with your IIgs, when you purchase it, is a powerful suite of software known as the Toolbox. It is not a tangible toolbox or manual as such. The Toolbox mostly resides in the computer (firmware) as well as on your system software disks. The Toolbox is written and owned by Apple. It contains well over a thousand small programs (tool calls), many of which are functionally grouped together into Toolsets. There are toolsets for managing windows, fonts, icons, memory, sound, etc. Save for the Macintosh, no other computer comes with such a collection of tools for software developers (programmers). Their value, in terms of dollars, is worth incalculable times more than the purchase price of a Mac IIfx.

"Oh she's a wild child..."

Design Master (DM) can be thought of as an application which puts these tools to use and makes them more accessible to the developer. Up until now this has proven difficult. Not necessarily because difficult logic or exceptional ability is required to design and handle windows in a typical application. The problem is that, because of their power, many options are available to the programmer. If you get the options wrong or mixed up, it can be a nightmare to find (debug) where you went wrong. Correctly positioning text or controls in a window can also be very time consuming. Each time you nudge a Check Box to the left one pixel, you need to recompile and link your application. You may even have to reboot the system if you really botch things up. Traditionally, we've had to make a guesstimate as to the correct pixel location to position something on the screen. This included guessing the length of text in pixels. My method was to allow for 7.5 to 8 pixels in width per Shaston character, depending upon the number of capitals, numbers and spaces. Once I got that right I'd set to, centring the string.

"Sugar-plum fairy came and..."

With DM, you can adjust the positioning of your window controls interactively. You see the window as you design it because you are actually manipulating the very controls as they are being designed. No longer do you need to worry about passing all the necessary values to define a menu or window to the Toolbox. DM simply provides you with Dialogs from which you select, with Check Boxes, which options you want. You could even hit <ENTER> without changing anything and DM will give you a standard default setting. This is good if you are unfamiliar with a particular control or option. You can experiment as you like without fear of causing a system death condition or clobbering your RAM disk. With DM, there is almost nothing left for the programmer to do - with DM to handle the setting up of our windows and menus, the built-in Memory Manager which makes maximising the RAM resources a trivial task (640K limits with 16K segment size restrictions do not exist in the Apple world), a built-in word processor shell (a Toolset all unto itself!), a Task Master to do all the closing, resizing and reporting of what is happening inside the windows and menus automatically (Macs don't have this!) and a state of the art operating system (GS/OS, again better than the Mac's HFS). You still need to design the logic of the application. You should be competent with the programming language you are working with.

Like an adventure game, the measure of success here is experience, not a high IQ nor a university degree. You'll get it wrong many times, but you'll certainly not improve without trying to get it right. Essentially though, DM frees up the developer's time to analyse and code the logic behind all the windows.

(love the saxophone solo...)

DM provides the scope to develop an application in an exciting, low cost way. You could use DM, from the outset, to design all your windows and your menus too. If you like, you are basically storyboarding the application, just as a movie director or advertising agency

would. As your application grows, you could go back and refine particular windows. Without DM, such storyboarding is itself a major task. This is why DM can be regarded as an important software tool. The ability to prototype, a few years ago, was at the cutting edge of technology for commercial mainframe installations.

"Well I'm nowhere at all..."

Superficially, there is nothing much to DM. To get started simply double click on the program icon. If you like the icon (which is contrived and hard to see) place it in the icons folder of your boot volume. You can get by with only 768K of ram (I didn't test this) but 1Mb is recommended (tests OK).

A second disk drive is recommended, particularly a Hard Disk for serious development. The Source and Binary folders mentioned in the documentation are useful in an organisational sense but they are not required to be present. There are just two menus to the right of the usual apple, file and edit menus. The file menu lets you choose what you will be designing - a window, dialog or menu. You can only work on one item at a time. DM will then step you through any preliminary setting up. You will then be free to select from any highlighted menu item in the Controls menu if you wish to add controls to a window. All the dialogs you will be presented with are minimal and functional. Clearly C. Haun has concentrated on getting DM right, with a minimum of fuss.

"Even though she knew you were wrong..."

The options provided in the dialogs for each control type seem all inclusive. Adding colour is now no longer a process of estimating the correct configuration for a Colour Table (I used to always get it wrong!). You select the colours by clicking on a box containing a splash of the actual colour you want to use. Very civilised. The Pic and Icon control design tools are very useful. You can accurately load in and clip a picture from disk. No more guesswork required. A mini Icon editor is also included. It doesn't let you design a full Finder icon, just the thumb nail sketch to be displayed plus an optional line of text. Quite adequate though.

"Glory of love just might come through..."

The Settings menu provides scope to work in a 320 or 640 environment, thus ensuring that your NDA will work in both modes.

You can also request alignment grids to be displayed on the Desktop. These are magnetic. Centred cross hairs also help, but it remains that to centre a dialog you must still use some guesswork. The same applies to controls in windows. One feature allows the corner coordinates of a control to be concurrently displayed as you are adjusting it. This assists the process of justifying a control enormously. When it is finally time to put the cat out and save your work, you have a variety of languages to save your output as. All the ORCA/APW languages are supported, as well as Merlin 16+. TML and ZBASIC programmers will be disappointed. You can also save the output as Rez code or as a finished resource. Note that if you do not additionally save your output in DM's own binary format then you will not be able to continue editing at a later stage. The ability to generate source code in languages other than ORCA/Pascal was not tested. From a Pascal perspective though, the source code is laid out almost to perfection. You could quibble over the amount of indenting (I prefer 4 over 2) but the alignment of "end"s is always correctly positioned. All parameter values are given in Hex notation. Given that many of these fields are flags where each bit is significant and all the Apple documentation is in Hex then this makes sense.

BUGS

Before I say another word, I should point out that DM is competing with the Genesys application which had been on the market several months prior to DM. There was considerable pressure on Byte Works to release DM as soon as possible and clearly they could not delay launching DM any longer. It is my contention that DM was published with known bugs. To their credit, all registered owners are entitled to the next version of DM free. Without the free offer I would be very annoyed and disappointed with the publishers.

"Sally can't dance no more..."

This review could have been published last month but I decided to add a bug report. The bug report blew out to the extent that the entire article would have monopolised Applecations. It is instead available on the AUG Bulletin Board in the Programming drawer in compressed format. DM should be viewed as strictly a prototyping tool. Any code thus generated should also be viewed as such. Check every line of code generated by DM. The errors range from glaringly obvious (Icon controls) to easily overlooked (failure to set bit 13 of the ctlMoreFlags field of pop-up menu controls). There are also numerous quirks or features missing. These are documented in the above file. One such deficiency is a lack of support for defining the placement of the Tab key in windows with multiple Edit Line controls. IIgs programmers know what I'm talking about here. Suffice to say it's a real chore.

The Ancient Land of Ys

Review by Michael Graf

The Ancient Land of Ys has desperate need of you. Malificus, the fiendish wizard, has seized the six Books of Ys and turned their powers against the people. Dread and terror grip the land. Only a wily warrior - one who can think and fight - will prevail against Malificus, his guardian monsters, and his evil reign.

A common theme? Been there, done that? Many adventure games rely on a basic premise of Good versus Evil, utilizing the player to lead a force of Good (which may be a band of adventurers or a single, brave soul) against the growing tide of Evil. Thus, many of you may not be enthralled by the story line of Ancient Land of Ys, but take a closer look at this new adventure/arcade game for the Apple //GS.

First Impressions:

On opening the Ancient Land of Ys, a game from Kyodai, you might be disappointed by the lack of documentation or material in the packet. Relax - it's not that difficult. Basically, the Ancient Land of Ys is an arcade-type adventure game, putting the player through a number of puzzles and situations, as he/she searches for and finds each volume of the six Books of Ys.

The player is represented on screen by a small, fighting figure, who starts in town, a new recruit to the adventuring game. The first thing you must do is walk around town, talk to people and set oneself up for the coming adventures. To talk to someone, just stand in front of them and when they bump into you, conversation (very one sided, that it is) begins. There are a number of random statements, so keep bumping until you know it all. Then enter the few buildings that you can, and the first, simple, task will be readily apparent.

Outfitting oneself with armour, shield and weaponry is vital, as outside of town, all creatures are fair game and so are you. The combat is trivial, almost silly, as you simply move into the opponent (try it from behind) and that's a hit (or miss). After a while, your character will improve (automatically) and you'll simply walk through almost everything.

Saving and Loading Saved Games can be done anywhere, and this is a handy feature. Any number of games can be saved and recalled, so I recommend saving lots so that if you die, you will not lose all that you have worked for.

The Manual Way:

To me, a manual for a computer game must be of certain quality or at least be useful, otherwise why bother. Opening the short manual to the Ancient Land of Ys, you wonder why they bothered at all. A few sections of how to boot the game (for many different computer types), how to use the interface (joystick or keyboard), a quick description of what you see, and short summaries of the different opponents you may meet and what you may find and that's it. The latter two sections do have their merit during the game, but I suggest simply booting the game up and getting into it.

Note that the Ancient Land of Ys is copy protected, so hard disk installation and ease of mind are not allowable for the Apple //GS. You have to insert the Program Disk at a certain time of the load process (thankfully, only once) and from then on you can use the copies of the Game and Program Disk that you should make.

Six Books of Ys and other Artifacts:

The basic task is to retrieve the six Books, and each is guarded by a special guardian. Each guardian is described in the manual, and is much tougher that the remaining monsters and enemies you may meet. Care and some fancy footwork is mandatory to stay alive (and saving the game and restoring it is also vital).

During the quest, you will find many items; carrying them around may prompt some people to give you more information than before, so visit a few important people more than once. Also, write down the clues and names of people, so that you'll know who the characters are, what to do and when to do it. Overall, the game is NOT a difficult one, and simple perseverance will get you through almost all of the puzzles.

Sounds Good to Me

One of the best features of the game are its graphics and sound track, though the latter does get rather repetitive after a short while. The game is also fast paced (easily playable without a Transwarp GS) and utilizes many of the qualities of the Apple //GS. It requires at least 512K of memory and one 3.5" disk drive.

Hints

[Beware: the following statements contain specific hints to the "Ancient Land of Ys".]

- Ensure that you buy strong armour and a weapon when you begin; after only a short time, money will not be a problem, so plan your purchases carefully to get the best, as quickly as possible.

• search the lake, east of town for the Golden Pedestal.

• sell all items, except those you have a particular need for.

• do NOT enter the cavern in the northern part of the woods, east of town, until you are fairly tough (save the game first, in any case). Once you can go in there, be prepared for some strong opponents.

• search and open all chests; if you can't, then keep searching until you find the way to open it.

• leave the Quest for the Seed until later in the game.

• once you enter the Thieves' Hideout, to find the way to Daan Tower, there is no way out.

Overall Impression

The game is perhaps best described by Kyodai, who call Ancient Land of Ys a game where action and fantasy come together. The game does have its merits, and is very playable, though I doubt that it has much replay value and could easily bore those who seek more challenge.

It is NOT a true arcade game, nor is it a true adventure game. However, it is fast and fun, and played in the right mood can lead to many hours of enjoyment.

Ancient Land of Ys -

Distributed by Brøderbund, produced by Kyodai

Apple //GS, 512K minimum, 3.5" disk drive required

Keyboard or Joystick

Copy protected

Little Bits

By Andrew Roughan

Just recently my University allowed mere students the ability to read news and access computer sites from around the world. In my electronic wanderings, I have been through every state in the USA so far, picking up tidbits from Apple // oases in the large UNIX world. The amount of Apple // material available on educational installations is really quite impressive and easily stacks up to the amount available for the Amiga. Any user of this network can be overwhelmed by the sheer size of it. Personal email can be sent to anyone on the network; you only need to know their address. Replies are virtually instantaneous when compared to the postal service.

Conversations about various aspects of the //GS with Matt Deatherage and Dave Lyons, Apple Computer employees, are only as far away as your keyboard. Here are some interesting offerings: Prodos 8 1.9 has been released along with Basic System 1.4.1. Prodos now has a mini-finder incorporated into the quit call instead of the usual Enter prefix/pathname combination. At this stage v1.9 is not compatible with the current GS/OS system disk so don't copy it onto there.

The latest discussion topic is pictures for the //GS which use (up to) 3200 colours. This is achieved by using 16 colours on each of the 200 scan lines, which needs 200 different colour palettes. Normally the GS can handle 16 of these palettes, so special timing software is required to display and paint the pictures. The AUG BBS has a selection of these pictures and display programs. Hopefully converters and paint programs will also become available shortly.

A word of warning for those who are thinking of pulling the GS keyboard apart (e.g. for the DVORAK plan): The keys in the different lines are shaped differently and some keys actually connect differently so they can't be rearranged. Also, the return key is very hard to put back so try not to take it off!

Don McLennan, a Wodonga resident, contacted the club asking for documentation on a 1978 Apple Serial Card and a CED card reader. The serial card apparently has only one DIP switch with 7 dips and two 20 pin ROMS. If you have documentation for a card which matches that description, please contact Don at:

7 Bourke Cresent,
Wodonga VIC 3690.

A non-AUG member, Dean Evans, is trying to locate a basic program for the //e which would allow him to enter sharemarket data, perform his own calculations, and then plot several columns of data. If anyone has such a program or can help Dean set up AppleWorks and Graphworks to do the job, could they please contact him at:

8/28 Onslow Avenue,

Elizabeth Bay NSW 2011.

It may be an idea to include a spiel about the wonderful benefits of the Apple Users Group and include a membership application form.

2088: The Cryllan Mission

Review by Michael Graf

The year is 2088, and you have been summoned before the Kinar Galactic Council. A great need has arisen for someone brave, someone bold, someone expendable, to seek out the survivors oft he U.S.S. Houston on the newly discovered planet Crylla. A team of six, including yourself, will prepare themselves for the unknown, searching the surface and civilization of Crylla, for clues; items or even the lost crew of the U.S.S. Houston. Good luck Jim.....

No, this is not a lost script from an episode of Star Trek or even Mission Impossible, but the theme behind 2088: The Cryllan Mission, a new, graphic adventure game for the Apple //GS. 2088: The Cryllan Mission (2088 TCM) is the first adventure game to truly utilize the windowing capacity and power of the Apple //GS and does so brilliantly !! Where to begin - well 2088: TCM is a large game. The planet Crylla has many roads, jungles, deserts and towns for the players' party to explore, its inhabitants varying from downright unfriendly to very talkative.

Combat, exploration, puzzle solving and perseverance are all partof the plan when trying to solve the mystery of the of the break in contact with the U.S.S. Houston.

Starting the Game

Firstly, let us cheer. The Cryllan Mission is not copy protected and can be installed on a hard drive, though this should NOT be done straight away. There are two phases to the game -

1. Character Creation: this is where the player creates team members at the Kinar Space Academy and joins them into a team. A character can be one of many professions, be male or female, and have varying stats. Only a good combination will ensure that your party survives long enough on Crylla to solve the mystery.

2. The Game: this is where your team actually does its job. Once installed on a hard drive, your game will automatically boot into this part of the game, so first create a party on floppies (3.5") and play with them for a while, before you copy the files onto a hard drive.

Simply Brilliant

That comment may seem a bit flippant, but having played 2088: TCM for a while, I am still impressed with many of its features. It uses the windows and dialogs in the Apple //GS's heart to great advantage, allowing sensible and enjoyable play. Under System 5.0, the Apple //GS interface is quick and smooth and 2088: TCM truly shines, and with a Transwarp GS, the game is a joy to play.

The graphics and sounds are also very good, especially the graphics which are crisp and sensible. Using an Ultima-like view (experienced adventurers will recognize the term, I'm sure), the player moves his party over the surface, seeking new places to explore and enemies to either avoid or crush. Transports can be added, so that movement and fire power can be easily altered, but beware, for the enemy also has them.

Who is the enemy, I hear you ask? Well, I will not say here, but simply state that not all that you see is as obvious as it seems. The menus are well arranged and the combat system is innovative and detailed enough. The player may either define each action himself, or allow the computer to fight both sides, using defined settings that the player has set up. This ensures that the game is not slowed down when minor opponents face an experienced party, but also allows a player to alter the game plan when things start going astray. A quick mouse click, and a player can interrupt combat to perform emergency healing, alter combat settings or perform one of many combat actions. Outside combat, the party must eat, rest and set guards to look over the perimeters of the camp during the dark and hostile night.

Terrain and lifeform scans show up in a window, showing the area around the party's present position. Water, swamp, forest and mountains are all natural obstacles, with the shadows of tall trees and mountain sides blocking a curious party's view.

A number of windows and dialogs can be easily called up, to allow a character of the party to be outfitted. An unlimited amount of gear can be carried and as the party goes along, the better weaponry and armour will become available - use it !!

The characters in the exploration team will slowly improve (with experience) reaching great heights in power, as they continue searching for clues and special things, and as the story unfolds. Conversations are carried out via an interactive dialog, where no key words or special commands are needed, only mouse clicks and a pad and pen to record what is said.

The story is truly believable and actually very clever - no simple plot, but intrigue, lies and a devious plan slowly unfolds as one plays 2088: TCM. Towns, Towers, Caverns and the Unknown:

As you explore the surface of Crylla, various interiors will become available for exploration, and these should be entered with caution. A few, once entered, cannot easily be exited (SAVE THE GAME first) and all hold some vital clue or item, and many enemies. The 3D graphics are much like those seen in game such as Questron or Ultima, and are quite adequate for most occasions. Also auto-mapping certainly makes exploration much easier.

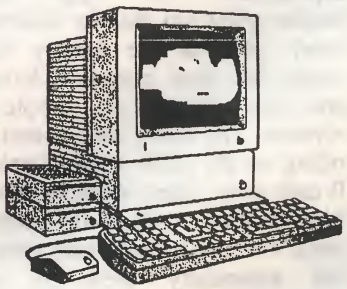
In towns, clues and shops are occasionally found, and a nice, easy to use interface helps make the shopping easier. All shops are implemented as dialog boxes, providing unparalleled ease of use. However, some towns are just unfriendly, and a little muscle may be required to gain entry; the rewards do justify the destruction. During your travels, you may meet certain people who will ask you specific questions about your task. This is the protection system that the game uses, to ensure that you do not use a pirated version of the game, or at least have the instructions. These occasions cannot be by-passed and are very important, so have the instructions handy. You can keep trying and the person asking the questions will not get bored of asking them, so if you are not sure what the answers are, just give it a go - eventually you will get them right. Though this is annoying, I prefer this method to some complicated disk copy protection scheme. The manual is nothing to write home about - it does contain sufficient information to play the game, though some glaring oversights and mistakes do exist in it (for example, to enter a purchased transport, place your party on top of it and click on them. Selecting ENTER, as suggested, will not work).

Compared to some games, the manual is rather stark, but considering the interface and the ease of play, I doubt whether it will ever interfere with you playing 2088: TCM. The only real failing, and I believe that this is relevant for most adventure games, is that after a while combat becomes meaningless and annoying, even using the automated, computer mode. It is a shame that designers have never realized that sensible extensions to a game could easily involve less tedious combat as the game progresses. 2088: TCM requires an Apple //GS, with at least 1.25 megabytes of memory. Since it uses System 5.0 and can be run from a hard drive, using many desk accessories or system inits will mean that more memory is required. However, it is worth it. It comes with four 3.5" disks (System, Program, Outdoors and Indoors).

Overall Impression - where can I sign up

2088: The Cryllan Mission is a great game. Firstly, I have always liked the Apple //GS interface, using mouse, menu and window. This is the first real game of this type and it has done an admirable job. Its colourful, panoramic displays and sensible features push 2088: TCM into a new category. Secondly, the story line slowly develops, with a deep and richly written plot being revealed to the player, which pushes him/her to search for more and more information. For a change, a game has come along that has a good interface and is also well built beneath it. I believe that 2088: TCM will be enjoyed by many for years to come.

2088: The Cryllan Mission - by Victory Software Apple //GS, 1.25 megabytes of memory minimum 3.5" disk drive required, hard drive installable Mouse and documentation required, not copy protected.



Message Received Loud And Clear

A discussion on what Apple is doing with the Apple II line and how Apple II users should respond.

By Chris Birch.

Let's contemplate that ubiquitous Open Apple key in the bottom left of our keyboards. It's the essence of Apple computing.

Remember the day you lifted the lid on your Apple][for the first time, armed with a stanley knife and soldering iron? Did you allow yourself a wry smile when Apple finally opened up the Mac with expansion slots? The openness of Apple computers extends beyond the hardware or software tools of your particular cpu.

Apple politics have, for years, made good reading in many user group newsletters and product review magazines. By now it's a tired old story of competing interests with a resulting schism between Mac and Apple II users and owners. For too long now Apple II owners have felt as though they are on the outer. The Macs get all the publicity and monopolise all of Apple's research and development expenditure. The Apple II faction point out that for almost every year in the history of Apple Inc their machines have provided most of Apple's revenue. The Macs were merely riding on the back of the Apple II cash cow. Like a parasite. The Mac faction... and so the story goes. I've cut a long story short but essentially there is a collective plea, current now for several years, from Apple II enthusiasts which goes like this:

What about the Apple II!

Let's examine the real situation. Firstly, the Mac represents the state of the art in microcomputer design. Apple's current flagship, the IIfx, can proudly compete head on with the best a 486 has to offer. It is also not too far behind the specialist Sun workstations in terms of brute electronic power. The IIfx today is unsurpassed in terms of total system power. Every navy has a flagship. Every chef or cocktail waiter has a specialty.

Apple's flagship is the IIfx. Naturally the IIfx and the closely related Mac IIxx family members should receive the most attention in terms of marketing and research and development.

I perceive an attitude amongst Apple II enthusiasts which amounts to less than 100% support for the success of Apple's flagship and its ongoing evolution. As Apple II owners and users we must accept that our current role is akin to frigates and aircraft carriers in a navy. We are the frigates and the Mac IIfx is the aircraft carrier.

The IIgs, for instance, is not the major attack weapon, but a vital component nevertheless. The question then is whether we are Apple II enthusiasts or Apple computer enthusiasts. There should be no problem in embracing Apple computers per se, so long as we perceive that the IIgs also figures in the future plans of Apple Inc.

The IIgs does figure prominently in these future plans and Apple Inc have ensured there is no ambiguity in this regard.

The IIgs system software, GS/OS, is a state of the art operating system, superior in some ways to the Mac's present HFS and not even in the same league as Microsoft-like operating systems. The IIgs evolved after the original Mac and has some advantages in this regard in terms of system software. It remains that the IIgs is less than four years old yet it is already up to version 5.0.2 of the system software and looking more Mac-like (Hem) every day.

Nobody would deny that Apple Inc will continue their demonstrated commitment to the IIgs system software. The IIe is not left out here, with the recent release in the USA of a new ProDos 8 System disk v3.2 with ProDos 8 v 1.9 and BASIC System v1.4.1. AUG members should ask for this disk at the next meeting. Apple Inc have appointed Ralph Russo, a veteran of seven years at Cupertino, to a full-time senior Apple II position. His charter is to determine the future direction of the Apple II product line. He wanted an answer by the end of the American summer. His comments, and those of his colleague Jane Lee, were reported in the September A2-Central newsletter. There was no ambiguity as to Apple Inc's intention to include the Apple II as part of any overall advertising campaign. The same newsletter carried a report by the editor, of the magazine, Dennis Doms, on a developer's conference sponsored by

A2-Central, the A2-Central Summer Conference or Kansas Fest. He pointedly stated that he was only allowed to report on open or public sessions of the conference. Enough said.

One such public announcement by Apple actually preceded the conference, namely the third volume of the Apple IIgs Toolbox Reference. Although released in the USA it will not be available in Australia until mid 1991. If you are resourceful you could try placing an order with Addison-Wesley in Sydney. I was promised a copy by year end! Other announcements arising out of the conference include a plethora of development tools for the IIgs. Some were just indications of current projects at Apple Inc. rather than completed products.

Jim Mensch demonstrated an animation toolkit. Mark Cecys showed the MIDISynth toolset with an application designed around it, SynthLab. Eric Soldan, et al, demonstrated a beta version of an Apple Scanner driver. Dan Hitchens showed how 640 by 400 graphics can be achieved (with limitations) on the IIgs and how to simulate two screens with the Video Overlay Card. Bill Heineman showed some Hewlett-Packard printer drivers currently being developed. In the words of Dennis Doms: My point here is to answer the question paramount in many user's minds: "What is Apple doing?" The answer is "more than you might believe". Clearly then, there is a commitment to the Apple II line. It is not a newfound commitment although there is certainly a sense of urgency which has recently emerged viz. the Apple II line. As Apple II enthusiasts we should reappraise our attitudes, just as Apple Inc have reassessed the Apple II line. It is no longer sufficient to cry What about the Apple II? That Apple Inc are continuing the evolution of the Apple II is beyond question. The problem facing Apple Inc now is how to best market the machine and they have already shown a willingness to embrace the concept of an Apple II being suited to individual use as opposed to business or institutional use. It is well known that the home market is much smaller than educational or business markets. But that is no reason for a company which has suitable products for such a market to ignore the market.

Particularly when it could regain its stranglehold over the market with correct positioning of its products. As Apple II users and owners our energies could best be directed in ensuring the success of Apple's soon-to-evolve marketing strategy. The continuation of the Apple II line is definitely not the issue.

For now, positive publicity is required and this leaves no room for what about me gripes. Apple Inc employees have also suggested that the Apple II will be included in its corporate marketing strategy. There is no indication if this will also occur in Australia. What is significant is that this is just one more example of how the Apple II and Mac cpus are being brought together. The evolution of the IIgs and Mac system software is apparent in this respect. The widely rumoured emulation of the IIe on the Mac also lends credence to the unification of the product lines. At long last the Apple II product line is reaping the reward of Apple Inc's investment in the Mac. If the Apple II is successfully brought back into the fold then it will surely be on the back of the Mac. The IIgs already taps into Mac research and development in terms of the environment offered to developers. Now it seems the IIgs will at least be brought along for the ride in any corporate marketing. More so than ever, it is apparent that with each step forward by Apple Inc, the Mac as well as the IIgs also step forward. As one cpu advances the other must likewise advance for they are part of the one product line.

The Apple product line. The IIe emulation on a Mac is a good example here. It is a recognition of the importance of the IIe and its dominance in the education market that Apple Inc must promise IIe compatibility. It will also indirectly benefit the Apple II cpus from a boosted image and increased Apple II software sales. Likewise, the Mac must count on the continuing success of the Apple II if it is ever to achieve mass penetration of the education market. For the time being then the strategy of Apple II users is clear. Support for the success of all Apple computers is crucial, particularly the rumoured IIe emulating Mac. Additionally, the bringing back into the fold of the Apple II must also be actively supported. Significant Apple Inc resources have been expended in continuing, perhaps accelerating, the development of the Apple IIgs. This expenditure must be justified and Apple Inc has shown a willingness to ensure the Apple II is given the best chance possible. Success for the Apple II can best be achieved with help from the Mac and as such Apple II users and owners must be prepared to embrace the Mac. It is in their own best interests to do so.

Footnote: Subscribers to A2-Central will recognise the major source here. It is not a Frederick Forsyth novel but the premier technical newsletter for the Apple II.

A2 Central

$US 28 pa or $84 with the disk (recommended). PO Box 11250, Overland Park, KS 66207, USA.

Transylvania III

Reviewed by Simon Walmsley

Die-hard Apple II fans will remember the name "Antonio Antocha".

Yes, the person from Penguin Software way back in the dim dark past was responsible for the creation of The Graphics Magician, a draw-and-fill single hires program. The graphics magician allowed you to create pictures using a draw/fill editor that you could then call up from your programs.

Antonio used this to write Transylvania, a graphics adventure game for the Apple II.

A few years pass, and double hires became available (at least semi-standard on Apple IIe with extended 80 column card), and with it came Transylvania II - the Crimson Crown, by Antonio, but this time from Polarware. Same graphics/text format, and the familiar flashing dot as the input character was back.

Now, with the advent of super-hires graphics and the Ensoniq chip in the GS comes Transylvania III. This adventure is the most impressive of the three, and when I saw the packaging, I thought that the sample screens must have been taken from the Mac II, but NO, it was only available on the GS. I purchased the game in early April, and the dates on the disks were late March, so I guess the game has not been out for long. I must say that the way the program combines graphics, text, and sound is very impressive.

A 90% screen graphic (some with palette cycling) with text scrolling up the last four lines (reminiscent of standard hires) provides the player's screen. Hitting <RETURN> toggles between graphics and text (just like hires adventure games).

Each scene has continuous sound appropriate to the scene - horses galloping, soldiers fighting, wind howling, evil vampires laughing, streams gurgling, brigands boozing etc.

The basic plot is pretty simple - you have to kill Lord Drakul (a vampire). There is one small problem - at the end of Transylvania II you were killed (so you have a unique start to the game in that you are dead already). You don't stay this way for long though, and soon you are confronted with several loose-ends after exploring the countryside.

After a confrontation in the inn (knowledge of Slavic is necessary) you are given three quests. The first is not too tough, the second is pretty severe, and the third is pretty simple (because I'd spent so long on the second that when the third quest was given I knew exactly what to do). Now the forces for good (ie you) join to battle the evil vampire, and there are extra things to worry about. Right now I am in what appears to be the almost final room (in the castle in the midst of a battle). I have the stake, but every time I follow the vampire into the final room he kills me. Hmmm... It's probably something I've missed.

The game's protection is simple - you cannot solve the game (although you can play it) without the manual.

It comes on two Prodos-8 3.5" disks (volume names ONE and TWO), but cannot be put onto a hard disk (as the paths are hardcoded onto the programs) unless you are prepared to patch the object code - I was prepared to do this for faster load time - the number of times I had to restart the game and load the first few rooms was ridiculous.

Overall, this is an excellent adventure, with just the right combination of graphics, sound, cryptic and simple clues, jokes, and size. It won't take you 300 years like Ultima VI, and you won't solve it in an hour or so either.

Just a reminder, any member who entices another person to jointhe AUG is entitled to a free library disk. Just include yourname and member number on their application form.

The Mousetext Character Set

By Grant Kwai

By now, most people would have seen mousetext characters displayed on their Apple. To implement mousetext, you require a //c, enhanced //e or a //gs with 80-column display capabilities.

What is mousetext?

Mousetext is a special character set which was added as an aid for software developers in writing programs which used the Apple mouse. However, a mouse is not essential for you to use mousetext. Some mousetext characters which may have come to your notice in programs are the open and closed apple characters and the egg timer.

While it is all very nice to see these characters in action in other people's programs, wouldn't it be great if you could do likewise? Below I will show how you can use these characters. Firstly, you must activate the 80-column firmware. This can be easily done by typing "PR#3". At this point, you can switch back to the 40-column display (without deactivating the 80 column display) by hitting "ESC-4". You will know that the 80 column display is still active by a solid cursor bar. Now, type the following line:

PRINT CHR$(15): PRINT CHR$(27);

These commands inform the 80-column card that you want to display the mousetext characters on the screen. All uppercase letters and the following symbols:

@[\]^_

will be displayed as mousetext characters. To turn off the mousetext characters, simply type in the following line: PRINT CHR$(14): PRINT CHR$(24); As an example of mousetext, type in the program listed below. It shows all of the characters available in this character set. This program works under both ProDOS and Dos 3.3.

Program Listing:

```
10 PRINT CHR$(4)"PR#3"
20 VTAB 3:GOSUB 4000
30 A$="C[[[[[[[[[[[[[[[[[[[[[[[[[[[[C": REM There
are 28 '['
40 GOSUB 3000
50 A$="ZAAAAAAAAAAAAAAAAAAAAAAAAAAAAZ"
60 FOR R=1 TO 4: GOSUB 3000:GOSUB 5000
70 A$="    Mousetext Demo Program    ":VTAB 3:
GOSUB 3000
80 A$="          Grant Kwai          ":GOSUB 3000

90 A$="Mousetext Conversion Chart": VTAB 20:
GOSUB 3000
100 A$="@ A B C D E F G H I J K L M N O P Q R S T
U V W X Y Z [ \ ] ^ "
110 PRINT :GOSUB 3000 : GOSUB 4000
120 PRINT: HTAB 8: FOR X=64 TO 95:GOSUB
4000:PRINT CHR$(X);: GOSUB 5000: PRINT " ";: NEXT
X :REM 1 space in quote marks
130 END
2000 REM Below are subroutines
3000 HTAB 40 - LEN(A$) / 2 : PRINT A$ :
3010 RETURN
4000 REM: Turn on Mouse characters
4010 PRINT CHR$(15);CHR$(27);
4020 RETURN
5000 REM:Turn off Mouse characters
5010 PRINT CHR$(14);CHR$(24);
5020 RETURN
```

End of listing.

AppleWorks Add-ons for Beginners

by Joe Kohn

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AppleWorks is such an easy-to-use program that most new Apple II owners can get started on it and really be productive right away. But as time goes on, there are some features that are missing in AppleWorks that most users would find really useful. Most of these features are available in the form of add-on programs such as the TimeOut series. Here are my favorite add-ons which I would recommend for any newcomer to AppleWorks.

ULTRAMACROS

Timeout UltraMacros is probably the most useful of all the TimeOut modules by Beagle Bros. It provides many new AppleWorks commands and shortcuts, and is quite functional as soon as it is installed. Yet, it is my opinion that many people who could benefit from UltraMacros have not yet done so because of the common belief that it can only be used by "power users" or by programmers. It's time to clear up that misconception.

UltraMacros is a wonderful time saving method to customize AppleWorks. A macro is a single keystroke that does the work of many keystrokes. As an example, think of all that is required to print a word processing document. After entering the Open-Apple P command to print a document, AppleWorks always presents the same set of prompts. A user is always queried if they want to "Print from Beginning, This Page, Cursor, or Page to Page". Users are then asked if they want to print the document on a printer or to disk. Wouldn't it be easier to press a single command to start printing a document on your printer? UltraMacros allows you that ability with the new Option (or Closed- Apple) P command.

UltraMacros works from within AppleWorks so the user must install it on their AppleWorks disk before it can be used.

Installing UltraMacros is a relatively easy and straightforward process. Once installed, UltraMacros becomes a permanent part of AppleWorks, and automatically adds many useful features. By pressing Open-Apple and Esc, the new TimeOut menu is accessible, and by choosing the "Macro Options" item, you can choose to have the time displayed when using AppleWorks, or can add such alternatives as making AppleWorks responsive to a mouse, or having the screen automatically go blank after a set period of inactivity. You can even activate the "Key Lock" option that allows those whose mobility is impaired to issue AppleWorks commands with one hand. If you use absolutely no other features of UltraMacros, having a mouse driven version of AppleWorks is so convenient, that option alone makes UltraMacros worth having!

All of the pre-programmed macros provided with the program are also readily available to the user, or any of those pre-programmed default macros can be substituted with those of your own choosing. Many of those pre-programmed macros are very useful if used as-is, but UltraMacros does have the ability to actually record your keystrokes as you type them, and lets you assign that series of keystrokes as an Option Key command. As an example, if every time you use the AppleWorks word processor, you use the same Open-Apple O printer options to set margins and page length, you can simply record the exact procedure you follow each time, assign

that series of keystrokes as a macro key, and then have that series of keystrokes saved as a permanent AppleWorks command! No programming knowledge is necessary, as UltraMacros is essentially a menu driven program. If you've hesitated to add UltraMacros.s to your repertoire, now is the time to take the plunge. Installing, using, and creating UltraMacros is much easier than you may think.

PATHFINDER

Randy Brandt, the author of UltraMacros, and one of the programmers who worked on the AppleWorks v3.0 upgrade, has another AppleWorks enhancement program that is ideal for AppleWorks users who have difficulty navigating pathnames. Distributed through Mr. Brandt's own JEM Software, PathFinder is an excellent low cost solution for easily changing pathnames from within AppleWorks, as well as adding several other utilities that make it even more convenient than ever to work with AppleWorks files.

PathFinder is an AppleWorks patch that replaces the disk formatting option with a new menu. This new menu lets you rename, lock and unlock files, delete empty subdirectories, easily back up a directory level by dropping the current subdirectory from the pathname, and most importantly, it lets you add new subdirectories to the pathname by choosing them from a list.

The original version of PathFinder was the inspiration for the pathname improvements found in AppleWorks 3.0. As improved as pathname navigation is with the latest version of AppleWorks, changing directories for saving files is still somewhat awkward, as is backing out from a subdirectory. PathFinder lets you move in and out of subdirectories from a menu. Once PathFinder is installed, the ability to format data disks from within AppleWorks is gone. Since AppleWorks formats disks in a very non-standard method, most people who use PathFinder don't care that they have lost that ability. If you have difficulty with pathnames, the ease that PathFinder adds to using AppleWorks far outweighs the loss of not being able to format disks.

THESAURUS

Another TimeOut module that adds enhanced functionality to the word processing module is TimeOut Thesaurus. This module contains a synonym dictionary that can be easily called up when writing or editing a document. It contains entries for over 5000 commonly used words, and provides over 40,000 synonyms for those words.

Thesaurus works in a very similar manner as does the built-in spell checker in AppleWorks v3.0. As you are typing, you can position the cursor on any word, and press Open-Apple Esc to call up the Thesaurus. When the thesaurus screen appears, three lines of text are displayed at the bottom of the screen, and the word that the cursor was on is highlighted. If any synonyms were found, they are displayed as a list. Using the arrow keys, just choose a synonym to replace the word, press return, and the new word will replace the original. If the original word had a combination of upper and lower case, Thesaurus replaces the word with matching upper and lower case. It also knows when a word is a plural, or has a suffix such as "ing", and makes accurate adjustments when replacing such words. Thesaurus will alert you when a word may have more than one usage, as many words can be both used as different parts of speech.

If you use the AppleWorks word processor, TimeOut Thesaurus provides an extremely valuable enhancement that won't send you scurrying to your dictionary or thesaurus the next time you want to find a synonym for a word.

Lightning Scan GS

Review by Richard Bennett

Being the happy owner of a Thunderware Thunderscan, I ignored the many advertisements for Quickie from Vitesse and Lightning Scan from Thunderware. After all, I already had a scanner for my Apple II. At least I thought I did, until I saw it demonstrated at the August Apple II main meeting!

A scanner allows you to digitize pictures, whether they contain graphics or text, and save them on your Apple as graphics screens. You can then use John Maclean's "The Graphic Exchange" to transfer, edit, and scale your graphics for use as clip art in a desktop publishing program, or a paint program. The programmers at Beagle Bros. have also recently released an OCR (Optical Character Recognition) program that apparently reads super-hires and "Quickie" scanned images, and converts them into text.

Whether this works with the "Lightning Scan" yet, I don't know. The Thunderscan replaces your Imagewriter ribbon cassette, and plugs into your paddle port. You then feed the image to be scanned, through your printer. A nifty piece of software on the Apple then reconstructs the image. The only real downfall is the speed of the scanning process. If you've ever printed a colour super-hires picture, you'll know how slow the Thunderscan is. But if it's the first time you've ever seen a scanner at work, you'll probably ignore the speed and simply be impressed with the results. After a while however, the fun starts to wear off, as it takes so long to do anything with it. Enter Lightning Scan.

When Cathy Morton showed it off at the meeting, I was impressed. When Andrew Roughan offered it to me for review, I was thrilled. When I got it home and tried it, I was hooked! But that's not to say it hasn't got some faults. The Lightning Scan has all of the controls on the actual scanner unit, which is simply dragged over the object to be scanned. This means you can scan any flat object, such as a book, without having to photocopy it first and feed it into the printer. The unit itself fits in one hand, and is just big enough to be annoyingly uncomfortable to hold (for my hands anyway). But considering most of your scanning will probably involve just dragging it around, you probably won't have to actually pick it up much . The cable is about two metres long, which for a handheld unit is very generous. The Thunderscan cable is about the same length, but only just managed to stretch to my Imagewriter. The cable plugs into a card in the IIgs. A card?!

Yes folks, it's time to go card swapping again! The scanner is interrupt driven, and requires a phantom slot for a card, which is input to the scanning software when it starts up. The card actually contains another separate PCB about as big as the shift key on the keyboard, which screws into the small peripheral port behind slot two, and connects to the mini-din cable from the unit. If you've got any cards in slots one to three, which contain ribbon cables, then you'll probably have to move some of them around to screw it in. I preferred to simply leave the IIgs lid off and let the cable dangle. The controls on the Lightning Scan consist of a dithering switch which controls the scanning quality, a resolution switch for magnification, a brightness thumbwheel, and a button marked START. On the dithering switch, you have three settings called PHOTO, and one called LETTER. The LETTER mode is for line art, or simple black and white, scanning. The three PHOTO settings determine the size of each dot as it is scanned. For most purposes, except for special effects, you'll use the finest mode, which is PHOTO position one.

Next to that is the small thumbwheel for controlling the brightness of the scan. The START button is placed where your thumb would be if you were holding the unit. Finally, on the other side, is the resolution switch. The available modes are 100 DPI, 200 DPI, 300 DPI, and the new mode for Lightning Scan, 400 DPI. The switch affects the size of the image on the screen after the scan. For a full screen, you would use the 400 DPI mode. Now all you do, is select "New Scan" from the program menu, hit return, and the scanning begins. There is an 8cm roller underneath the unit, which calibrates the scanning process. When you drag the unit, and hold down the START button, the roller senses the speed and calibrates the scan accordingly. This means you can speed up and slow down without affecting the scan. If you're scanning too fast for it to keep up, a light on the unit flashes and the IIgs beeps to make you slow down. Of course you don't have to, and you can create special effects by moving the unit in different ways during a scan. The software does give you one set of options for the scan, whether to display the image as it is scanned, and how many grey

scales to use for the scan. For the grey scales, you have a choice of 16 greys (the default), 10 greys, which leaves 6 extra colours for your paint program or DTP program to use, and Line Art mode, which is used in conjunction with the LETTER setting on the dithering switch. The Lightning Scan software will only scan your image, adjust the brightness and contrast of the resultant image, and save the image. For extra features, such as adding colour (these scanners don't scan in colour), cutting, printing, or loading previously scanned images, the Thunderscan GS software is included on the disk. And although the unit only works on a IIgs, they have included the original Apple //e version of the software for converting to hires and double hires. Also included is a plastic guide which snaps onto the unit. A cheap plastic strip, which they seem to call a 13-inch rule, is also included and fits neatly against the guide. This is to make sure your scans are straight. After about 20 scans, in about just as many minutes, I found that the rule and guide don't really make a difference if you've got a steady hand. They've included a sample picture for you to scan, which is impressively more detailed than the sample that came with the Thunderscan. This is used in the manual as a sample scanned image.

Which brings me to the manual. The manual contains descriptions of all three pieces of software, installing the scanner, and the mandatory "care and feeding' section. Missing is the excellent tutorial which came with the Thunderscan. However Thunderscan was comparatively quite complicated to use. All the switches now make complete sense to the layman, and completely replace the graphical alignment diagrams which the Thunderscan uses. Also, there is no focus procedure on the Lightning Scan.

And now for the downfalls.

It's only four inches wide. In the 16 greys mode at 400 DPI, you can apparently scan up to 55.3 inches in length at a time (655.4 inches at 100 DPI). This is supposed to be for printing and editing purposes. Suppose you want to scan an image 8 inches by 8 inches. You scan the first 4 x 8, and the release the START button, then reposition the unit and scan the second 4 x 8 inches. You have to use a paint program to join the two sections together. The only cut and paste facility any of the supplied programs support, is a copy section to clipboard. This is great, as you can't get it back out again! Supposedly you then boot up your publishing program and paste the clipboard into your document. However none of the contrast, brightness, or colour settings are kept! A far better method is to save the scanned image as a super hires screen, and load that in through Paintworks Gold or a like program. The alignment is then a lot easier to perform, and you can resize it if the two sections don't match.

Printing also seems quite useless. Considering you can't modify the image in the program, I can't really see any reason why you'd want to print what you've just scanned. It's probably easier to photocopy it, and the resolution would be better as well! There is no way to trim off excess garbage that was also scanned in with the image, so you have to edit it first with a paint program, which usually has its own print facilities. You can only print the 8x10 inch image currently being displayed, however there is a tile print feature that allows you to print multiple 8x10 sections to create a larger image. If you can align it! Apart from that, the print quality is very good, which is probably more to do with the Toolbox Print Manager than anything else. The disk comes with System 5.0.2, which was a pleasant surprise, and the files can simply be copied off and into a hard disk if necessary. However, there is a temporary initialisation file on the disk, which attempts to protect the screen memory during the GS/OS boot if you have a ROM 03 IIgs. There was no mention of this in the manual, or whether I should copy it to the */SYSTEM/SYSTEM.SETUP directory on my hard disk. The only reasoning behind it, seems to be for enabling Quickdraw II Fastport/shadowing when the "Lightning Scan" software runs (Fastport and shadowing, are two of the features which made System Disk 5.0 so fast at drawing!). I checked the software, and it doesn't even use Fastport! Suffice to say, I decided to leave it off, and everything still works fine (there is a bug in the init anyway, in that it doesn't protect the entire screen).

Now for the crunch.

How much would you expect to pay?! Try $xxx! To me, this sounds very expensive for such a seemingly simple unit. You can however, upgrade from the Thunderscan GS for $xxxx. Still with me? A saving of $125 doesn't really seem worth it. After all, at least 90% of the software is already with the Thunderscan, and most people would have already scanned as much as they wanted. But then again you are getting a 400 DPI scanning device! And an incomparable unit in regard to speed and ease of use. An upgrade fee of around $xxx would seem more realistic. Upgrades aside, if you haven't got a scanner already, I'd recommend at least trying the Lightning Scan. It's about as close as you'll get to a flatbed scanner, which believe me is way way out of the price range of an Apple II owner.

Expanding your Apple

By Grant Kwai

Disk drives; printers; mice *(or is it mouses... ed)*; ramcards; speed enhancements, sound, you-name-it-they-have-invented-one. So, what can I add to my Apple //? Here are some of my experiences with Apple // add-ons.

One of the great advantages of any of the Apple // range is expandability; most notably the //gs, //e and //+, but still to a slightly lesser extent with the //c due to its lack of slots. However, the //c has ports to which you can attach extra devices; as well, companies such as Applied Engineering have developed many internal devices for this machine.

Second Disk Drive

One of the first items people generally add is a second disk drive. This is almost an essential item and I sometimes wonder how I managed to get along without the extra disk drive for so long. Whether it is a 5.25" (13cm) or the newer 3.5"(9cm) disk drive, you'll find it an indispensable addition to your apple. To buy a genuine Apple disk drive will set you back a pretty penny ($495.00 and $545.00 for a 5.25" or 3.5" respectively), while a compatible disk drive will cost about $269.00 (5.25") depending on the brand. Due to the price difference, I purchased a compatible disk drive.

The disk drive is 100% read compatible. But I find that it is not 100% write compatible in all instances, i.e. copying the information onto the disk. It will write to normal disks without trouble. However, there is a problem in making legal backups of copy-protected software. To alleviate this, I simply let drive 2 (the compatible drive) read the disk and allow my genuine disk drive to write the information.

If you elect a 3.5" disk drive, then you'll have about 800k (Kilobytes) of storage space on disk (A 5.25" can store 140k). Therefore a 3.5" can hold as much as 5-6 standard 5.25" disks. This means less disk swapping and you can have most, if not all of your main programs, or data on the single disk.

When you purchase a second disk drive, make sure that it will fit your machine. By that I am referring to the specific Apple model you have. The //+ and some of the older //e models generally have a disk drive controller card to which the disk drive connector plug must be attached. These are generally for the full height drives, not the newer uni-drives (the half height disk drives). Look at the back of a uni-drive and you should see a adapter space on the top right. If you do, then you need to daisy chain the second disk drive. i.e. add the second disk drive cable to your existing disk drive. If you have a //c, then check the drive before you buy, that it will be capable of fitting that particular machine.

Hard Disk Drive

For even more mass storage, you may consider a hard disk. This is a device which acts like many floppy disks. A standard hard disk will hold about 20 or 40 megabytes (1 megabyte = 1024 kilobytes) of information. That is, roughly 20,000 and 40,000 kilobytes respectively (1k is 1024 characters). That's a lot of storage space!

Of course, this comes at a price. For an internal hard drive you are looking at $1050 for a 20meg HD (Hard Drive) and $1350 for a 40 meg HD. Applied Engineering and Applied Ingenuity have in the last couple of years produced these internal hard drives (Applied Ingenuity has now gone out of business though). I have not personally seen one, but what it does is allow you to have the hard drive inside the machine rather than externally. To fit in your Apple // (excluding the //c), the internal hard disk replaces the power supply as it comes with one of its own.

The price of a hard drive has dropped over the years along with the access time (time to find and read the information). Now, for your average Apple SCSI (Small Computer System Interface) hard drive, the access time is around 25 milliseconds, which is very fast indeed.

Ramcards

Ramcards are another alternative to those who don't want to spend all that money on a hard drive. Ramcards are available for all of the Apple // range. Current ramcards have tween 64k minimum and 17megs! Of course, to have 17megs you might have to sell your car to pay for it!

There are two main types of ramcards. You have temporary storage ramcards and you have the more permanent type. A temporary storage ramcard is one in which all the information contained in it is lost once the power is turned off. Cards of this type include the Ramworks III for the //e, Zram ultra for the //c and GS Ram for the //gs (all three products made by Applied Engineering).

The Zram card fits inside your //c while the remaining types of cards normally fit in the auxillary slot of your //e or //GS. This means that you will have to remove your current 80column/64k card from that slot. The Ramworks III has its own 80 column firmware on the card so you will still have this capability. The first 64k is taken from the memory of your ramcard. By itself, your Apple doesn't notice the extra memory is there. That is why the card is normally

packaged with some software. This allows you to 'patch' DOS to think that there are other disk drives available to you. You can have one mass storage disk drive or a number of smaller drives (in either 64k or 256k increments) depending of your ramcard memory size. It will work with ProDOS, DOS 3.3, CP/M and quite possibly other operating systems, though you will need re-patch if you change operating systems.

A more permanent ramcard is one which does not lose its information when the power is turned off. This is achieved through a battery backup device. Typically, the memory of these cards can remain for as long as 3 months without use. The battery is recharged when you use your machine. A card of this type is the Ramfactor (Ramkeeper for the gs) from Applied Engineering. This means that you can have your main programs loaded onto the card and once you turn your computer on, it will automatically boot up. The time saved is dramatic. This type of card costs fractionally more than a temporary storage card, but if time is a crucial factor, then it may be of interest to you.

No matter what type of card, you will see a dramatic increase in speed. A program which is loaded and run from a ramcard will fly.

The speed is faster than even a hard drive in both reading and writing of data (although Apple's High Speed SCSI card and a fast drive such as a Quantam will perform better than a Ramcard on a //GS). Programs such as Appleworks once loaded onto a ramcard require no disk accessing. This means no more waiting for Appleworks while it reads information from a disk. An unpopulated Ramworks III (ie 0k) costs $240 while a 1 meg Ramworks III costs $399. For //GS owners, a similar card with 1 meg of memory would cost $270. To expand the memory capacity of your ramcard, you can do so with either 64k, 256k or 1 meg chips (depending on the particular card). The cost of an extra 256k of ram chips is $28.

Accelerators

One of the main problems with the Apple is its 1Mhz CPU speed. For quite a while now, Applied Engineering has produced a card called the 'Transwarp I'. This gives your Apple //e a 4Mhz CPU meaning in theory, your machine can run 4 times faster. Recently, the Zip Chip emerged with a 4Mhz then a 8Mhz chip. This device is different from the Transwarp in that it does not require a slot. It simply replaces your existing 6502 or 65c02 chip. However, there have been many reported problems with this chip which have led to many people returning them for a refund. Even more recently, Applied Engineering has released the Transwarp II and Transwarp III. Both have been stopped due to a legal case concerning the makers of the Zip chip (See July Applecations; 'To be or not to be'. The price of the Transwarp I is $192.00.

Printers

A printer would be something to think about getting as well. It will allow you to obtain a hard copy (ie on paper) of your data. This allows you to print letters, essays, pictures and the like from your Apple. As with everything else, there is plenty of variety in types of printers. For an entry-level printer, you can purchase a dot matrix 9-pin printer. Quality of this type is quite acceptable in Near Letter Quality (NLQ) printing. The printer produces NLQ by striking the letters (made up of dots, hence the name 'dot matrix' printer') twice. The average speed of this type of printer these days is around 180cps (characters per second) in draft mode. A 9-pin printer can be bought new for around $350-$400 depending on where you shop. If you want more business quality output, then a 24-pin printer might be of more benefit. The 24-pin printer forms characters using 24 pins (dots) instead of 9. Quality from these printers is excellent. Their average speed is around 180cps in draft mode.

The three main brands of printers available are: Apple - Imagewriter // ($895); Epson - many types ($400+); and Star - many types ($450+). There are many other brands which will work fine on an Apple, but the ones above seem to be the main brands. (For those who want even higher quality, then an ink-jet or laser printer may be a better choice.)

Printer Cards

If you want a printer for the // or //e, you will need to buy a printer card as well (NB: the //c and //GS can use the printer port). The cost of a printer card is normally around $110. You could also get a 'Serial Pro' card or a 'Parallel Pro' card (Made by Applied Engineering) fo r $220 and $160 respectively. These cards have other capabilities as well, hence there higher price.

Imagewriter

For what you get, the Imagewriter from Apple is the most expensive. However, some programs require the printer to be an Imagewriter as they will not output to anything else (e.g. Mousepaint). However, there is a device from an Australian company (Automatic Ice Co.) which allows you to make your printer compatible with the Imagewriter (Cost is $99). The disadvantage with buying an Imagewriter is that you can not use it on any other brand of computer system such as an IBM or Commodore; so if you ever decide to buy anoth er system (other than an Apple), you can not take your Imagewriter printer with you. This is where a compatible printer (e.g. Epson or Star) is of great benefit since you can use it with just about all computer systems.

Modems

A modem can be another choice. This is a small box which allows your computer to communicate through the phone line to another

computer (See More on Modems, Nov/Dec '89 Applecations). The advantage of one of these is that there are a host of programs available on various bulletin board systems (the systems you ring with your modem). Any problems you have, you can leave a message, and most of the time you will get a reply within a couple of days. You can attach your modem to any Apple //. If you are attaching a modem to a computer which has slots (other than the gs), you will need to purchase a Super Serial card and cable. A super serial card from Apple will cost $140. A cable may be supplied with the modem but if not, one will cost you an extra $30. For a standard speed modem (up to 2400 baud), you can buy one from an Australian company called Maestro for around $399 (Maestro ZXR). I believe this modem can be bought through the Apple Users Group. It is one of the cheapest and most reliable modems available.

A Mouse

On a //gs, a mouse comes as standard. However, if you have a different //, then you may consider purchasing a mouse. A mouse is a small handheld device which allows you to move a cursor along the screen to 'point and click'. It provides a more fluent and flexible way of using your computer as it does away with a majority of your keyboard work or your joystick.

With programs such as Publish It!, Multiscribe, GEOS, Dazzle Draw and games such as Arkanoid, cursor control is much easier. No more will you have to curse because you couldn't get the cursor over the specific command you wanted. For the mouse itself, you can purchase a compatible mouse for $70. If you own a //c or /gs, then it will be a simple matter of plugging it in. If however, you possess an Apple which uses cards, then you will have to purchase the mouse as well as a special mouse card. The complete system (mouse and card) will cost you $245 for the genuine apple //e version and $130 for the //c (no card). I am unaware of any company still in existence which sells a mouse card by itself, though there may be one still out there.

CP/M (Z80)

Quite a few years ago now, there was another operating system which reigned supreme, called CP/M. There were thousands of programs available for it. Your Apple can run most of these programs with the addition of a CP/M card. This card fits into one of the slots on your Apple, or you will have to find an internal version if you have a //c. However, many CP/M cards seem not to be compatible with the //GS, even though they work with a //e. There was an article done about a year ago in Applecations showing some of compatible and incompatible brands of CP/M ards. A simple CP/M card will only cost about $60.

Speech and Sound

Enhancing your Apple's sound and speech output can also be achieved. The two main sound cards are the 'Phasor' and the 'Mockingboard'. Both provide better sound for your Apple (excluding the //c since it can't take cards) making games appear more realistic. I'm not sure whether or not the Mockingboard is still in production though. The //gs already has enhanced sound with its Ensoniq 5503 Digital Oscillator Chip (DOC) but you can enhance this even more with the Sonic Blaster card or Audio Animator. The price of this increased sound is $240 for the Phasor, $210 for the Sonic Blaster and $384 for the Audio Animator. As you can see, enhanced sound capabilities can be rather expensive.

Clocks

With the release of ProDOS came a file date stamping ability. You will notice that whenever you 'catalog' a disk, the 'date created' and 'modified' are printed for each file. Your Apple can use a clock to record the time and date. Most Apples, except the //gs, don't come with a clock card as standard. This can cause a hassle. Of course, you can enter the time and date manually by patching it into ProDOS, but an easier method would be the purchase of a clock card. Such a card, or chip, can be purchased from the AUG. It is a 'No Slot Clock' which means it fits beneath the 65c02 chip. It will cost you $99. Alternatively, you can purchase the clock facility on the Zram Ultra or the Serial Pro card.

Other Add-ons

There are hundreds of other add-ons you can connect to your Apple. In fact, there are some 250+ accessories which are available for the Apple // range.

Briefly, some of the other significant things you could add but were not discussed in this article are a PC transporter (allows you to run IBM XT programs), a cooling fan, a Thunderscan or a MIDI interface. If anything mentioned above is of interest to you, go down to your local Apple dealer and inquire about it. Only if we support the Apple //s, will they be able to keep afloat in this very competitive computing world. The above prices were current at the time of writing. For more information about these products, contact:

Two Series Software - Applied Engineering distributor

(02) 606-9343

The Apple Information Centre (008) 02-3612

Micro Educational

(049) 26-4122

Automatic Ice Co

(049) 63-3188

Prince of Persia

Review by Simon Walmsley

Those who remember Karateka will remember the excellent Brøderbund arcade game that used cinematic techniques to tell a story within a computer game. Thematic music, characterisations of the good and evil guys etc were all used to excellent effect. It was so successful that Jordan Mechner (the game's author) sold over 400,000 copies. It even spawned an amusing Take One send up called Karateka II (with extremely funny action scenes)

This time Jordan's out with a vengeance, with Prince of Persia from Brøderbund. The animation is smooth, easily controlled with keyboard or joystick, and music combines with sound effects very well to make a very enjoyable game.

The plot is simple. You are an adventurer in Persia many years ago. While the Sultan is off fighting, the Grand Vizier (evil of course) Jaffar has seized power. Jaffar wants the throne via the Sultan's beautiful daughter, but unfortunately for him, she loves you. So you are stripped of your sword and thrown into one of the deep dark dungeons. Meanwhile the princess is given an hour to decide - marry Jaffar or die.

Sound easy? To get to the princess you've got to escape from the dungeons, find your way to the Sultan's palace, and then get to the top of the tower (within an hour of course). Naturally Jaffar is not a simple man to kill - he has all sorts of magic tricks that he plays on you. Just as the clock ticks away in Captain Goodnight, the clock ticks in Prince of Persia.

Over 250 rooms to explore, each with tricks, traps, swordfights to win, and evil guards (who get more skilled as you near the princess) to vanquish. The game comes with a double sided 5.25" disk (the game's first two levels are on side 1) and a very straightforward manual with even some hints.

Prince of Persia lets you save games only after you have reached level 3. Why not before? If you forget to press the Open-Apple key just once in a particular circumstance you could end up plummeting 3 stories to your death and having to start again. Yet after level 3 you can save and restore as often as you like (but only one saved game at a time). Maybe they think that the game isn't worth saving before then, but at least I would have liked the option.

The gripe I have with the game is the pseudo-compatibility with the GS. There is a title page for GS users, and it even slows the processor down (ie it recognises the machine). The major problem is that they reset ALL (and I mean ALL) the battery RAM screen parms (ie it resets the screen colours, the text colours, the background colours etc), and unless you have a utility like ILTS to restore them all, you'll be really annoyed with the program for doing this. The other annoyance is that the game was only released on a 5.25" disk, and won't easily convert (ie you have to completely disassemble the operating system) to run on 3.5 or a hard disk at all.

Although Roland Gustaffason did the disk routines and they even went as far as putting a GS title page on the game, I'm really surprised that they didn't bother to stick the game on a 3.5" disk. Even so, it's good enough for me to dust off my old drive and connect it to my GS for the sole reason of playing this game. If you have a //e or a //c, it's an excellent purchase. If you have a GS, get it only if you can stand having all your parms reset whenever you run it (or get ILTS from Richard Bennett at any of the User's Group // meetings).

DOS on a Macintosh!

by Tony Williams

There has been Amax for the Amiga and numbers of emulators for other machines so why not an IBM emulation on the Mac !

Who in their right mind would write a review on a product which turns a Mac into a PC ? Well, I have been using the SoftPC Package on my Mac IIci for some time and it does an excellent job. SoftPC goes where no other Mac application has dared to go before, the inner sanctum of the MS-DOS™ world.

I would point out that this article covers two products, the original SoftPC, referred to as SoftPC XT, and the addon option module SoftPC EGA/AT.

Firstly a brief history of SoftPC. Going back several years, creating a complete PC emulation for the Mac would have seemed more dream than reality. Few Mac users could see any purpose for using a Mac as a PC, and many still can't. This is understandable when one considers the cost to run PC software on the Mac and the link required to connect your Mac to the DOS world is not all that different to the equivalent cost of a cheap PC clone. There were several early attempts at PC emulation, but these were based on rather different approaches to the question of emulation. AST Research® had the Mac286 for the Mac II and PerfecTEK® offered the Mac+PC SE. These were both hardware solutions, putting Intel processors in the Mac. These offerings were both expensive and less flexible than the software emulation approach. But it is true that they did give impressive performance (Speed for $s). Another product which was around was Dayna's MacCharlie, but I do not have much knowledge about this product.

SoftPC XT from Insignia Solutions of San Francisco, is a product which allows the Mac user to run DOS in a window on his Mac. It enables emulation of the PC environment without the need for any extra hardware (unless you count the need for more RAM to make the most out of SoftPC). SoftPC offers something at a resonable price that can bring a measure of PC compatability to the Mac. I say "emulation of the PC environment" rather than "the PC" because ther are several things which SoftPC cannot do (like booting directly from a DOS disk) and it does run slower than the real PC even on a Mac like the IIci (the IIfx is probably a different story).

File Edit Options PC Drives
SoftPC
SoftPC 1.3 (EGA/AT) (C) Copyright Insignia Solutions Inc. 1986-90
Serial Number : 0049107-1013657
Options installed: EGA, AT, LIM, 80287 Math Coprocessor.
Unable to install FSA Disk Drive.
No Expanded Memory Available
Insignia Expanded Memory Driver NOT Installed
SoftPC File Sharing Architecture Version 2.0
Driver successfully installed.
C>echo off
--- Installing Insignia MOUSE : Device Driver 1.19
COM1: 9600,n,8,1,-
C:\>ver
MS-DOS Version 3.30
C:\>
C:\>_

figure 1

SoftPC XT emulates the Intel 8088 processor found in the IBM PC/XT. The program has been available for some years on workstations like Tektronix, MIPS and Sun Microsystems and was ported from the Sun version to the Mac. With the advent of RISC (Reduced Instruction Set Computer) processor technology, especially in the UNIX world, the speed difference between hardware and software emulation is getting smaller. Partially because of this, emulation of the DOS environment on UNIX computers is not uncommon these days. This is an interesting development path for a Mac product when one considers the more traditional paths other products have taken in moving into the Mac world. Unfortunately since the Mac (at least at present) does not use RISC architecture, SoftPC consumes physical resources on the Mac.

It requires a Mac II or SE/30 (or accelerated), a minimum of 2MB RAM and 2.5MB of hard disk space. There is a seperate version available for the Mac Portable.

This applies to the SoftPC XT package. I will mention the requirements for the addon SoftPC EGA/AT in a later section. SoftPC XT will run under Finder and MultiFinder and requires at least version 6.0 of MacOS.

The product is packaged in an attractive white box with a colourful picture of DOS applications flying at the Mac in the background. Unfortunatley, the box is half full of packing and contains only an envelope with the software licence and diskettes, a packing sheet and the Installation/User manual (132 pages).

The software for SoftPC XT is contained on two 3.5in 800k disks. The Program Disk contains the SoftPC XT install application, a suitcase containing PC fonts (if you have ever looked at the screen of a genuine IBM XT the fonts have a distinct shape) and a Keyboard.sys file which is used by DOS for non IBM keyboard emulation. The Data Disk contains MS-DOS 3.30 and GW-BASIC melded together in a manner only known by the SoftPC Install application. There is also a third disk which is a 360k 5.25in DOS floppy which contains a utility called SlavePC. The software for the SoftPC EGA/AT option module is contained on one 3.5in 800k disk.

The PC environment emulated by SoftPC XT includes -

- 8088 processor emulation
- No maths coprocessor emulation
- 640K RAM maximum (depends on memory allocated to the application by MacOS)
- No extended memory support
- CGA (Colour Graphics Adapter) card/colour monitor supporting up to 16 colours. Also supports monochrome monitor emulation.
- Floppy disk DRIVE A: emulation:-

720K and 1.44MB MS-DOS 3.5" format using Apple 3.5" FDHD, the Kennect Drive 2.4, the Rapport, the PLITurboFloppy or a DynaFile 1.44MB drive.

- 1.2MB MS-DOS 5.25" format using DaynaFile 1.2MB drive.
- 360K MS-DOS 5.25" format using a DaynaFile 360K drive. If using a Mac with NuBus slot capability then the Apple 5.25" drive can be used. Alternately by using the SlavePC utility provided with SoftPC XT then it is possible to control a 360K drive A: on a PC.
- Up to 2 hard disks (Drive C: and Drive D:) that are identical in function to PC hard disks may be configured. Even copy-protected software can be installed. Each hard drive is a 1-30MB MacOS file with its own icon.
- Drive E: allows any Mac folder, disk, file server volume or CD-ROM disk (to a limited extent) that appears in the Finder to be selected as a pseudo MS-DOS drive. You can store PC and Mac data together and open them from either PC or Mac applications. DriveE: appears to DOS as a "network drive", and so is protected from accidental erasure by DOS commands such as format.
- Microsoft Mouse (Bus type) is emulated when the Emulate PC Mouse option is selected via one of the pull down menus. The Mac rodent can be used like its muti-buttoned PC cousin, but obviously some key strokes are needed for the other buttons which the Mac mouse does not have.
- Serial ports. 2 serial ports COM1: and COM2: using the modem and/or printer ports or text files may be utilized.
- Parallel port. Printing directed to the parallel port LPT1: is translated and passed to the Mac printer currently selected in the Chooser
- No network interface is emulated even if you have a Mac network interface installed. However a network can be accessed by having a network volume configured as Drive E: if its a Mac volume, or you can use other software on the Mac to gain access indirectly through MacOS.
- PC compatible ROM BIOS. There is no ROM based BASIC as is in the original PC/XT. Hence DOS must be booted from the hard disk to enable BASIC to be executed.

SoftPC's "Monitor" is a window which opens on the Mac monitor and is able to be dragged anywhere on your screen. It can work in two sizes, 9" or 13" mode, selected by the zoom box in the window.

If you are using a SE/30 or accelerated SE then the small screen may make moving the screen and resizing unnecessary. In 13" mode on my Apple 13" I find it is a bit of an annoyance that the 13" mode does not fill the screen. When working under MultiFinder you have icons still visible on the desktop below/above the DOS window.

There is not much you can do about this as the resolution on the IBM screens is not 640x480. It looks even more unusual on an A4 screen or 19" hi-resolution screen. The big difference is that the screen fonts on the 13" mode look most like the original IBM display. In 9" mode 9 point fonts are used, while in 13" mode 13 point fonts are. The display gives 80 characters by 24/25 lines of information. If you have a colour monitor SoftPC's display will provide all of the colours available by a normal CGA card. On a black and white monitor (as in the SE, SE/30 or Mono Mac II) or a colour MacII with the Monitors cdev set to 4 colours or less, SoftPC will treat the display as though it were monochrome. There is an Invert Screen command in SoftPC which will flip between white on black and

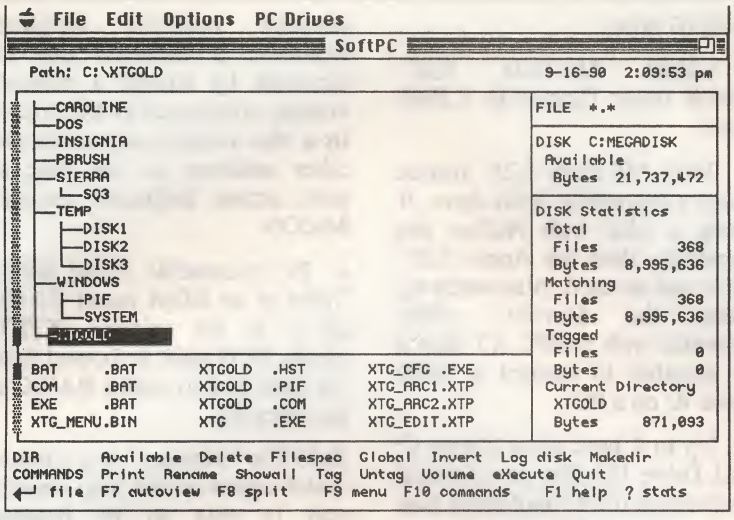

figure 2

black on white for the DOS window display. This command will not work on colour or greyscale monitors if the Monitors cdev is set higher than 4 colours.

I have used SoftPC XT and SoftPC EGA/AT on my MacII/ci with an Apple 13" RGB Monitor and RasterOps 264 24bit Colour card with only a few problems. The above mentioned Invert Command does not work on my IIci, but that is not too important to me.

Here is a description of my first experience with installing SoftPC!

Installation is quite straight forward, but requires one's brain to be split so to speak. One half needs to be thinking DOS and the other half MacOS. One of the main points about SoftPC is that it presumes the user is familiar with the DOS operating system. The documentation supplied with the package has a very brief overview of the main DOS commands, but it is by no means detailed or complete. In the shipping sheet there is mention made that a standard DOS 3.3 manual can be used or a manual can be obtained from Insignia in the U.S. for a cost.. I think the premise here is that you wouldn't be using SoftPC if you didn't already work in the DOS environment.

Anyway back to the install!

To kick things off just load the Program Disk and launch an application called SoftPC Install this will then go through a sequence of dialog boxes which request such things as where to create a folder for the SoftPC package etc. Part way through the installation a request will be made to insert the Data Disk. This disk contains a bundled version of DOS 3.3 and GW-BASIC (do not try and use them on a PC, they are not in DOS format, it is a Mac disk). If the installation completes successfully then a folder should have been created on the Mac hard disk called SoftPC and in it should be 3 icons. SoftPC XT (the apllication), PC Fonts (a suitcase) and a Hard Disk icon which represents the PC hard disk used by SoftPC.

Now comes the big test. Will it boot? Well in my case it did. When you launch the application or double click on the "hard disk" icon there is a graunching sound (cute, remember how in the original floppy based PC/XT the floppy drive made those horrible noises when the PC booted, well they even emulated that) and you then see all the standard things that DOS does when it is loading. The first time I heard this graunching business (it doesn't exactly highlight this little feature in the book) I thought my FDHD was having a headcrash!

What I would point out is that there are several things which may stop you getting to this point -

- INIT conflicts may cause SoftPC to abort during startup, or SoftPC may have insufficient memory. As I have already mentioned this product consumes resources. If there is plenty of RAM then the INITS themselves may be one of the problems. If it needs more memory and you have a small machine you will have to forgo some of your favourites. (I like using dozens personally.)

- If SoftPC starts up the first time but on subsequent attempts it won't then it may have been damaged by a virus on the MacOS side. It is not possible to fully protect SoftPC or its files in the Mac environment, it really has to be done from the DOS side. There are PD virus detect/disinfect programs in the DOS area, and they suffer from a lot more viri than We do. I am running SAM and Disinfectant 2.1 INIT and Gatekeeper (all right I am overprotective) and they ignore the SoftPC files/ folders apart from checking the basic resources which MacOS handles in relation to them. The bottom line here is that a virus on the Mac side of things may cause damage to SoftPC, and it will be close to impossible to repair without reinstalling SoftPC and the associated data files which you were using in the DOS environment.

Once DOS is booted you have complete access to the DOS

environment. It is so real that if you type the keyboard sequence Control-Option-Delete you will achieve what Control-Alt-Delete does on the real PC, a warm reboot of the PC. SoftPC can achieve the same through a command in one of its pulldown menus. By the way, I could not get this to work in the SoftPC EGA/AT version.

One of the problems once you have DOS running is that the original pseudo Hard Disk (Drive C:) created by SoftPC is only very small so you will not be able to do a great deal. What I did was to create a much larger hard disk first as Drive D: and then build it as a bootable system disk and exchange it as the new Drive C:.

This operation was relatively simple, once again it is driven by dialog/menu selection. First, selecting Drive D: from the PC Drives menu allows you to specify where you want the new Drive D: created (remember this is really only a Mac file). I decided to take the maximum sized emulation which was 30MB (I had a bit to spare on my 200MB disk, eat your hearts out). Well that part was pretty easy but the next part requires a little knowledge of DOS. You now need to run a DOS utility called FDISK which preps the new drive for use under DOS. It is menu driven on the DOS screen and pretty straight forward. Once that is completed we then have to run another DOS program called FORMAT. WOAH !!! "FORMAT HARD DISK ??"

I was one real worried guy at first. This is where you have to think in both worlds, Mac and DOS. The formatting is obviously not going to wipe out your hard disk, but you sure stop for a moment. Well anyway I said yes, after removing my floppies and my CD-ROM, and off it went giving me an updated head and cylinder indication. Here is the funny part. While it was madly doing this format the disk activity light on the Mac hard drive hardly did anything yet it still took about as much time as you would imagine to format a 30MB drive. Their emulation is real! Now that the formatting is complete I use XCOPY to copy over the system files and then copied a lot of other bits and pieces of of Drive A:, which under SoftPC is the FDHD on my Mac, using COPY. Then using the pulldown meus again I released the current Drive C: and made the newly created drive Drive C:. Upon rebooting SoftPC I now had a 30MB Drive C:.

I have tried quite a few programs under SoftPC XT and SoftPC EGA/AT and most work OK. I have installed several commercial packages using the standard installer scripts shipped with the software. The biggest problem comes when it asks things like what boards have you got on your bus and it's not talking about NuBus. You really have to use a little common sense to answer sometimes. It certainly isn't going to talk about FDHDs and ImageWriter IIs and LaserWriters. As an example, while running the SoftPC EGA/AT program I installed Windows 286 exactly as if it were a PC. Yes, I have attempted to install Windows 3.0 and it has a few problems (not surprising), but I am still trying. (It certainly does work...ed)

I am particularly interested in programs related to image-processing and graphics (2D/3D). Much of this software is available through PD sources throughout the world but it is in the DOS environment. This was my main reason for acquiring SoftPC. I have successfully used many ray-tracing programs which have been written overseas on DOS based machines.

One annoying thing with the emulation is the way the Mac mouse works when PC Mouse emulate mode is selected. The problem is that SoftPC includes mouse driver software that programs like GEM use to detect mouse movements, but does not provide any special mouse utilities that would normally be included with a Microsoft Mouse. For example when I installed PC Paintbrush and tried to use the Mac mouse in emulate mode I found the little rodent very hard to control. Setting the Mouse cdev to slow/tablet mode seemed to provide some improvement. Other programs like GEM Draw work very well.

According to Keyway, the local distributor, this problem with the mouse is known about and they hope it will be fixed in a future release. For programs which do not require the mouse, like many spreadsheet packages there is obviously not a problem.

To emulate the second button on the mouse which the Mac mouse doen't have, CMD-* (STD K/B) and F12 (XTD K/B) are used for the left button.

On the subject of floppy disks, you must have the right kind of disks for the MS-DOS disks. PCs generally don't enforce this but the Mac does. A double density 3.5" disk may be formatted to be 1.4MB on a PC but it will not be recognized as a valid disk by the Mac, likewise for the HD disks. Also if you do not have SoftPC selected under Multifinder and you insert a DOS format disk it will be seen by Finder as not formatted and you will get the standard Dialog box..... There are also some operational problems with some of the 5.25" floppy drives mentioned earlier but these are covered quite well in the manual.

In the use of Drive E:, any volume which is known by Finder can be used by SoftPC as Drive E:. This means that it may

physically be a floppy, a hard disk, an Appleshare volume or a CD-ROM. SoftPC does not turn the Mac CD-ROM into a PC CD-ROM and does not provide support for Microsoft CD-ROM extensions which many programs accessing CDs need. Hence its use is limited.

Quite a few applications can exchange data with the files of their PC equivalents. Examples are MS WORD Mac and MS WORD PC, EXCEL Mac and EXCEL PC. Some programs like MacWriteII V1.1 can use over a dozen PC data formats. SoftPC's shared storage via Drive E: provides a way for PC data files to be accessible to PC applications, and Mac data files to PC applications. Sharing data files offers more flexibility because all of the data and formatting information are available in the one file.

It is possible to simulate PC environments with varying amounts of memory by changing the application memory size in the Get Info dialog box for SoftPC XT (for SoftPC EGA/AT changing this same value will alter the amount of LIM available as that product supports LIM). For SoftPC XT if a value of 1730 is given then it emulates 640K and if 1346 is entered it will emulate 256K RAM.

The use of the keyboard by SoftPC is a little difficult. If you have an Apple Extended Keyboard or compatible then SoftPC will give full emulation of a PC/XT 83-key keyboard by utilizing the F-keys. If you have the Apple Standard Keyboard then you do not have a full emulation and must use combined key sequences to achieve the extra keys. It may take a little getting used to but it is no more difficult than learning short cuts on the Mac keyboard.

For printer support there are several fancy things done. PC software running in SoftPC can print through the Mac printing system to Mac printers or print directly from PC software to many PC printers. PC programs nearly always use a parallel interface which is referred to as LPT1: in DOS. SoftPC provides LPT1: to these programs not as a real parallel port, but via software to a Mac connected printer. It can do this in either of two ways -

Postscript to Mac - Provides a postscript pass-through made for programs that use postscript. For example XyWrite, Ventura Publisher.

FX-80 to Mac - For programs like dBASE IV which do not use postscript. Not every PC program can print on a Mac printer but most can use an FX-80 or compatible printer. SoftPC can convert FX-80 print codes into Mac print codes and send the output to the printer currently selected by the Chooser. Unfortunately you don't have much control over the fonts used in this method of printing. Courier is used for monospaced printing and Times for proportional printing. The FX-80 is not a wide carriage printer, it prints 80 characters unless printing in compressed mode. It is not possible to get extra width by setting Landscape mode in the Page Setup.

I have used SoftPC with an Imagewriter II and a Ricoh PS6000 Laser printer without problems.

The communications ports of the Mac can be used as would their equivalents on the PC for the most part. SoftPC supports speeds in the range 300 to 19.2K baud but not including 50,75,110,134,150 and 2000 baud. Also data overrun and framing errors in the hardware are not detected so in some cases it may be necessary to reduce the speed being used. Also if Appletalk is active, as is usually the case if you are using the Laserwriter, then you cannot use the printer port as the COM: port. Either COM1: or COM2: can be set to be a file, this enables a program to output data for capture without actually printing it.

With a few restrictions the commands in Edit Menu of SoftPC allow you to take portions of the SoftPC window or the whole window, and move it to a Mac application much the same as normal cut/paste. What you are doing is not actually touching the programs data but just the contents of a display window.

SlavePC is a utility provided on a 5.25" 360K floopy with SoftPC which allows you to control the A: drive on a IBM PC/XT/AT or Compaq Portable provided it is connected to the Mac via a serial link and provided the drive is 360K. The cable required is not a standard "null modem" cable but the cable supplied with packages like MacLink Plus or LapLink Mac is. There is also a diagram of the cable required in the back of the SoftPC manual. Because of the relatively slow transfer rate and the fact that it only works on certain PCs and only on 360K drive A:s it is of limited use.

Various file transfer programs are available such as Apple File Exchange for a start. AFE in its basic form without any extra translators is pretty crude, however if you add the MacLink Plus translators it becomes very powerful. As far networking software goes there is Appleshare and TOPS and several others which I did not have a chance to try. Because SoftPC can access a network mounted volume this form of connection is very workable.

What I have spoken about till now is the original SoftPC XT product. Insignia have come out with an addon module which adds capability to the software

emulator for EGA and 80286 processor, with 80287 co-processor support as well as expanded memory emulation.

Unfortunately there are a few extra requirements on top of those for the base SoftPC XT product. The amount of RAM required is now 3MB minimum and the SE accelerated Macs now will need either a 68881 or 68882 math coprocessor. The software is supplied on a single floppy and obviously as a prerequisite it requires SoftPC XT already to be installed. You simply boot DOS and type E:INSTALL and it all happens in a quite straightforward fashion. When the install is completed you will now see that there will be both SoftPC XT and SoftPC EGA/AT icons in the SoftPC folder on the Mac. You can run either version, one at a time of course.

As far as EGA is concerned, in the IBM world there are two types of EGA, colour and monochrome. Unfortunately SoftPC EGA/AT will only support the colour version, relying on Mac QuickDraw to convert to black and white if necessary. The AT side of the emulation is also not quite complete. The real 80286 processor has two modes of operation - real and protected mode. Protected mode is designed to allow multi-tasking operating systems to run lots of software at once while protecting each program from the others. SoftPC EGA/AT only emulates the real mode. Since there are some flaws in the 80286 protected mode design there is not a great deal of software written which makes explicit use of this mode so for SoftPC's purposes there is little impact.

Speed improvements are quite significant over the XT version, in some cases up to 200%. The package also emulates the 80287 coprocessor and gives calculation intensive software like AutoCAD a big boost. Expanded memory is catered for. The AT emulation provides LIM EMS 4.0 support and you can allocate , as was mentioned earlier by Get Info command in Mac Finder, up to 4MB maximum. Please remember though that to actually do this you need about 6-8MB of physical RAM in the Mac.

On my Mac IIci with 8MB of RAM I would say on the tests that I have done the SoftPC EGA/AT version is about 80% the speed of a real AT or AT clone.

Summary

Both SoftPC XT and SoftPC EGA/AT are excellent products and give a greater degree of flexibility to sharing data and programs between the DOS and MAC environments. It gives you access to a mass of PD programs in the DOS area. For those who really want performance in a DOS environment should look at some of the NuBus boards, like Orange Micros 286s. These are expensive and may, be more expensive than buying an AT or AT clone. This strangly enough was the very thing which led to the development of SoftPC. The boards are in the $thousands whereas for SoftPC, both modules are around the $450-$600 mark each. There is supposed to be a new version coming which should support 80386/80387 and VGA. The local support that I have gotten when I have had questions has been excellent. The local distributor is Keyway and they have some very competent technical people.

The only things I would say about SoftPC in a negative respect would be the PC Mouse emulation, and the manual for both products. Both manuals are effectively the same, a little repetitious in parts and in a couple of places refer you somewhere else for information which isn't there.

If you want the performance of an AT then buy an AT or clone, if you want the flexibility then SoftPC is a good start.

Version of SoftPc XT and SoftPC EGA/AT reviewed here was 1.3 and the system used was a Mac IIci v6.0.5 with 8MB RAM.

[Tony Williams is a Senior Systems Engineer with COMPEREX AUST. P/L, and also AUG Mac Meeting Organiser]

Stack of All Trades... A Review of Hyper-Action

by Ron Lombardo

What do you get for the mac that has everything? Maybe you could try the stack that does everything! Hyper—Action from Multi Solutions, Inc., has the most extensive lists of features I've ever seen on a software product. If you could believe the box this stack comes in, you would never have to purchase another piece of software to run your organisation.

Here is a little of the "Partial Feature List" on the front of this A4 size cardboard box:

• Automatic Indexing Of All: Associates, Clients, Companies, Documents, Letters, Memos, Notes, Personnel, Pictures, Pitches, Products, Prospects, Relationships, And More • Automatic Monthly Sales Projections By: Client, Company & By Product Line, Automatic Archiving Of Any Card: (Lead, Prospect, Client, Etc.) Automatic Bibliography And Note Links • Automatic Conversation Timer &c Posting To Client: Time Billing Order • Automatic Formatting And Posting Of Letters . . . Maps (Over 100 State, World, City and Highways) . . . • On—Line Help (EXTENSIVE) . . . • AND MUCH MUCH MORE! ! !

What is typed above is a verbatim copy from the feature list. There is "much, much more" in the list.

How much would you expect to pay for such a complete system? $94.50 (US price)!

I have to admit I was sceptical, but I thought I was worth having a look at.

First reactions are always important. Mine were mixed. I was intrigued by a piece of software that claimed to do everything (including mail my letters!), that was written totally in HyperTalk. The packaging had me worried. A white cardboard box with an advertising flier stuck (badly) to the front. On this flyer were several screen dumps of what were obviously HyperCard stacks, and they did not look good. They looked very busy and cluttered. One stack on the front cover has no less than 64 buttons and one scrolling field. I thought that they might look better in real life. (I was wrong, they look worse.)

I loaded the stacks onto my hard disk (all six disks), and put a copy of HyperCard 1.2.5 into the folder (Hyper—Action requires its home card). I decided to take the advertising seriously, and go straight in without touching the manual. After all, with "extensive on—line help", who needs a manual.

I succeeded in getting into the home stack, and navigating my way around to a few of the many associated stacks. I was surrounded by so many buttons I was beginning to feel daunted. Apart from being unable to do anything useful at this stage, I noticed my first concerns. Some of the stacks are missing! I clicked on "Client Corp Environment"—no such stack. I found out later that some of the names of stacks have been changed, but the home stack hadn't been updated, the user is asked to do this in the addendum to the manual. I later discovered that some stacks were actually missing.

The stacks all have a basic format (see figure 1, the home stack). Apart from the fact that the basic format is messy, it is also not used consistently. Fonts seem to change at random as one

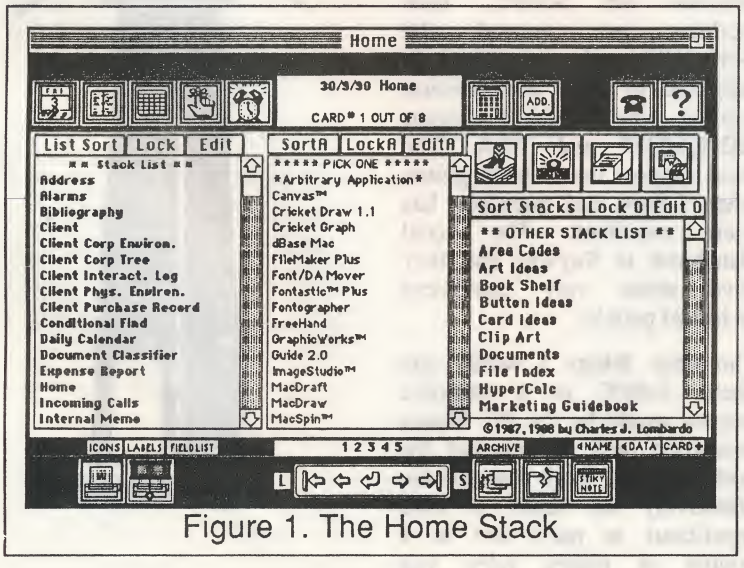

Figure 1. The Home Stack

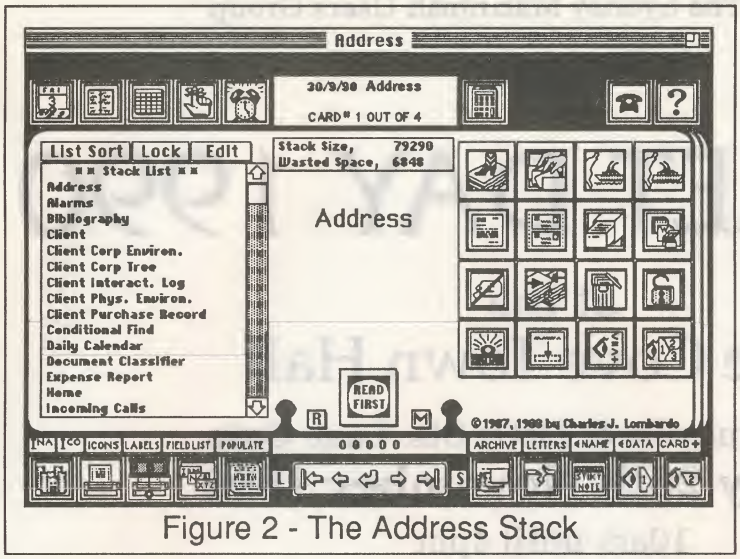

Figure 2 - The Address Stack

moves through the stacks. In fact, the expenses stack uses different font sizes for different days in its expense report.

I gave up on the Online Help (it doesn't), and decided to read the manual. I almost wish I hadn't. The general principle in producing this product seems to have been to make everything as complicated as possible. Here's a bit from the manual about using the Online Help facility:

1. First click on the Icons button, to make visible the background IconBox field

2. Put the cursor over the object in question for which you wish more specific Help (Do Not Click The Mouse At This Point).

3. Now Without clicking the mouse just press down on the optionKey until the IconBox field disappears.

4. Lastly while holding down the optionKey click on the Help ? button.

This procedure will bring you to the particular HELP stack card, which pertains to the object of interest.

Now I know why the Online Help didn't help.

The rest of the manual is equally obscure and badly written, full of spelling and grammatical errors.

But is the software any good?

For the most part, the individual stacks do their things reasonably well. It's just so tedious to get things to happen. After navigating your way through myriad buttons, dialog boxes and pieces of minor frustration, things do happen. But do you need this much complexity?

The stacks relevant to simple business practices seem quite useful. But there are many stacks, like the client interaction stack which I personally find of little use. The "miscellania" stack is fine if you really want to know how many inches make a Greek cubit, what a fifth wedding anniversary is, but I'm not sure this is the right place for this information. Similarly, the "Map" stack, which, according to the documentation has many maps of "The World, and the all U.S. states". Yes, all U.S. states are represented. Some states even get Northern and Southern maps. The rest of the world is catered for with one map of Canada, and Two maps of Puerto Rico (which is listed under U.S. states!).

Conclusion

Should you buy this stack?

My recommendation is that you wait for version 2.0 of this product. I hope there will be a version 2.0, because this product does show some promise. With a little finishing, some sensible cleaning up, and the use of some of the new facilities of HyperCard 2.0, this product could be made quite useful. As it stands at the moment, I would recommend HyperAction only to someone with a reasonable knowledge of HyperCard, who is prepared to do some hacking (with a machete) to pare off the dead wood in this collection of stacks.

Incidentally, I did try the stacks using HyperCard 2.0, and everything continued to work as before. I hope that the author updates this product to use some of the facilities of HyperCard 2.0. he could remove some of the more cumbersome "features" of the product as it now stands.

Best Points:

It is easily modified.

It is totally Hyper—Talk.

The functions do work.

It does provide some useful examples to potential Hyper Card programmers.

It does provide some great examples of how not to design a stack for these same programmers.

Worst Points

The Look and Feel of the stacks.

The spelling and grammar in both the manual and the stacks themselves.

Thousands of iconic, but not intuitive buttons.

Review Software Courtesy of

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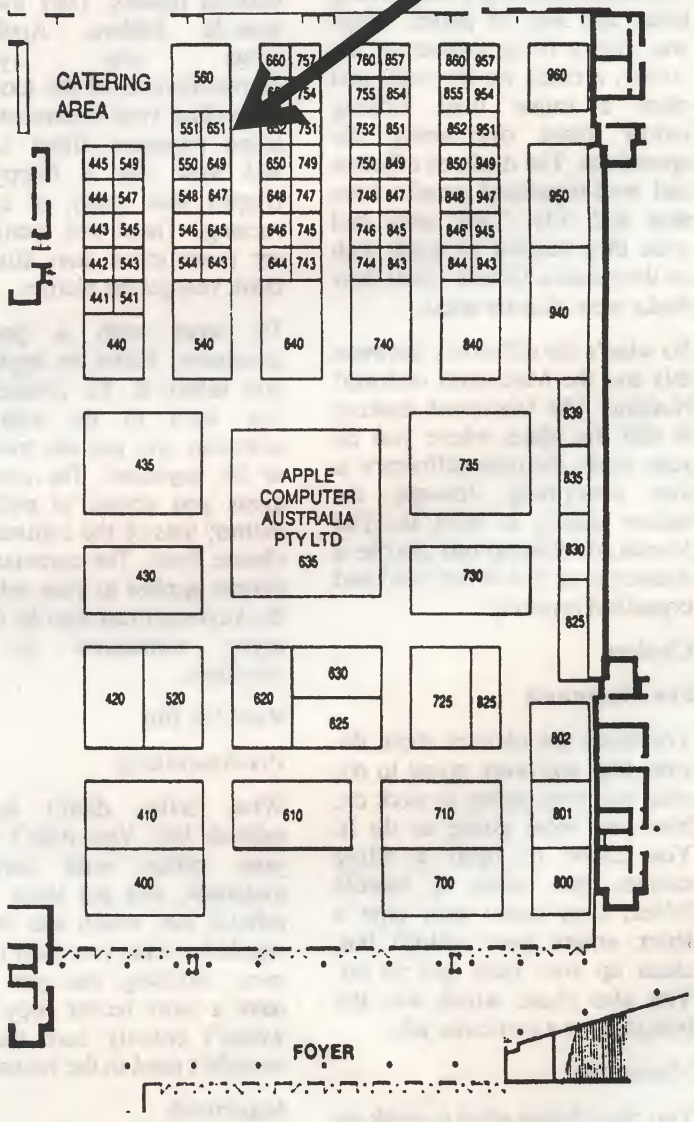

Pre- and Post- Mac

By Audrey Fisher

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Before the advent of computers, office workers beavered away at their desk. They did their work on the top of those desks; writing, reading calculating, drawing and such. On or near their desks was a typewriter, calculator, drawing tools, writing tools, and lots of paper. There was also a filing cabinet in the corner, a clock on the wall, and often a rather tired looking indoor plant over-seeing the operations. The desks of efficient and well-organised people were neat and tidy. They only had what they needed to work with on their desks. Others - well their desks were disaster areas.

So what's the difference between this and the Macintosh desktop? Nothing. The Macintosh desktop is still the place where you do your work; the only difference is that everything (except the indoor plant!) is built in. The Macintosh desktop can also be a disaster area if it is not used and organised properly.

Choices

Pre-Macintosh

You made the choices about the work that you were going to do; what you were going to work on, how you were going to do it. You chose to open a filing cabinet, put away a manila folder, copy come text, type a letter, empty your rubbish bin, clean up your desk and so on. You also chose which was the best tool for a particular job.

Macintosh

You also choose what to work on and how to do it on your Macintosh desktop.

What you want to work with and the tools to do that work are represented by icons that usually look like what they represent. Document icons represent letters, reports, spreadsheets and the like, and look like pieces of paper. folder icons represent manilla folders. They look like manilla folders. Application icons are symbolic representations of the tools used to produce your documents. Disk icons represent filing cabinets and look like a floppy disk (floppy disk icon), or a small rectangle (hard disk icon). there are more icons than this but I think you get the picture.

To work with a particular document, folder or application you select it. To choose what you want to do with your selection you use the menu bar or the keyboard. The menu bar gives you access to pull-down menus; lists of the commands to choose from. The command you choose applies to your selection. the keyboard can also be used to apply commands to your selection.

Rubbish Bin

Pre-Macintosh

What office didn't have a rubbish bin. You didn't clutter your office with unwanted materials; you put them in the rubbish bin, which was emptied regularly. Also you didn't throw away anything that you didn't have a more recent copy of, or weren't entirely sure that you wouldn't need in the future.

Macintosh

The Macintosh Trash works just the same way. Look at the Trash icon; it looks like a rubbish bin. It's where you throw out unwanted materials. It also gets emptied, either by you or the Macintosh's built in "Cleaner". Don't throw out materials that you might want later. If you do you may be lucky to retrieve them before the trash is emptied ... but don't count on it.

Work Area

Pre-Macintosh

The top of your desk was your work area. It was where you opened folders and worked on the documents they contained. The tools you used sat on the top of your desk.

You could have a number of folders and documents on your desk at once. some people "filed" all of their work on top of the desk instead of in the filing cabinet. For those people trying to locate their work was always a nightmare. The well-organised people put any folders and documents that they had finished with straight back in the filing cabinet.

There were cases when it was necessary to have a number of things on your desk at once; when cross-referencing figures from one budget with another, or reading incoming correspondence while drafting your reply. when doing this the documents were arranged so that only the sections of the documents that were of interest could be viewed clearly, and accessed easily.

Macintosh

It's no different with the

Macintosh. Your Macintosh work area is the Macintosh screen, minus the menu bar. You can have many disks, folders and documents open on your Macintosh work area at once. Put bluntly, it can also become a real mess if you're not careful.

If you are working on a document that was stored in a folder, put away all of the folders that you opened to get to that document. You wouldn't have had half the contents of a filing cabinet open on your desk when you were editing a four page document in you computerless office, would you?

Should you need to have a number of documents or folders open on your Macintosh work area, you also arrange them so that you can see and easily access only what you are working with by resizing and moving the windows they are displayed in.

Filing Cabinet

Pre-Macintosh

Filing cabinets stored folders that contained both other folders and documents. A "filing system" was used to ensure that you could easily locate and return the documents and folders stored in the cabinet.

Macintosh

The Macintosh's disks (hard or floppy) are your filing cabinets. They are storage areas where you store your applications and the documents that you generate using those applications. Documents and applications are stored in folders which can be stored in other folders. Doesn't this sound like your filing cabinet? This is the "Hierarchical Filing System". Basically it is a hierarchy of folders and their contents within other folders.

New Macintosh disks are empty. How you organise your disks and what you store on them is up to you. A "filing system" is devised by deciding where and how your documents and applications are going to be stored. You also decide how many folders you need, how they should be organised and what they should be called. It should be logical, efficient and anyone not familiar with your "filing system" should be able to use it.

You can change your "filing system" at any time; throw old folders into the trash, create new folders and move documents to folders that are more appropriate.

Your "filing system" will depend on the type of work that you do, but there are a number of criteria that a good "filing system" always meets. These are:

- Anyone should be able to use the system, even if they weren't involved in setting it up.

- Names assigned to document and folder should reflect their contents.

For example, a folder that stores documents and other folders related to "NFission Project" could be named NFission, NFis, or NFission Project. You certainly wouldn't call it Project (Number) or Project, particularly if you were working on a number of Projects. Imagine seeing fifteen folders named Project One, Project Two, through to Project Fifteen.

- Change the name of documents and folders if they don't reflect their contents.

- Folders, documents and applications should be organised logically, reflecting the way that you work.

You should be able to open your disk and locate the document or application that you want to work with, using folder organisation and naming as a "map". For example, if you chose to work on a letter you started writing to Joe Bloggs on June 5 concerning the "NFission Project" and you couldn't remember where it was, with a good "filing system" you could open the disk, see and then open the "NFission Project" folder. You then see several folders, one of which is called "Correspondence". Open that folder. One of the documents is named "JBloggs-5June". Bingo! the way that you organised and named the contents of your disk signposted the rout to your work.

- Folders should contain only documents and/or applications and/or other folders that are of a similar nature, or relate to the same topic.

You wouldn't store "NFission Project" documents and all of your memos in the same folder, although it's OK to keep copies of memos relating the the "NFission Project" in the same folder.

Also you would only store folders relevant to the "NFission Project" in the "NFission Project" folder. The folder could contain folders named "Correspondence", "Budgets", "Reports", "Work", containing correspondence, budgets, reports and work in progress for the NFission Project.

- Create new folders when necessary.

Remember you are in charge of this system. If a folder is getting "full" and you see that the documents or folders it contains fall into categories, then create new folders in your "full" folder and name them according to the categories. Next move your original documents and folders into the appropriate new folders. Life will be easier next time you want to work in your "full" folder.

- As far as possible you should keep only one copy of a document on your disk.

You can store the same document in more than one folder. This can be dangerous,

particularly when more than one person is working with that document. What happens if two people are updating a report that is in two different folders? Possibly they will both work in the same folder, but maybe they won't. If they don't, what you end up with is two completely different documents, with the same name, neither of which contains all the necessary changes.

There are times when it is necessary to keep multiple copies of a document on disk. Usually it is when someone requires a copy of a completed document. If you have to have multiple copies it's best to lock all of them (using the Get Info command on the File pull-down menu) so that they can't be updated and saved with the same name. If copies of a draft are required then lock the copies of the draft, work on the original draft, then unlock and overwrite the copies of the draft with locked copies of the finished version.

- Never have more than one copy of an application on disk.

Disks, especially hard disks, may give the appearance that they cannot be filled. Don't be deceived. You would be surprised how quickly even a 40mb hard disk can fill. Applications take up a lot of space. Keep them in folders separate from your work so you know you only have one copy.

- Always remove any documents, folders or applications that you no longer require from the disk.

As I said before, disks fill up. Hard disks in particular are not cheap, so use the storage space that you have wisely. You wouldn't have filled your old filing cabinet with things that you no longer required. If you have finished working with documents or applications, but may need them in the distant future, take a copy and store them somewhere else until you need them.

- Always have a copy of the contents on your disks.

This is true whether you use a hard disk or floppy disks. This is called "backing up". How often you back up depends on the nature of your work. If you are updating a particular spreadsheet on a daily basis then you would back that spreadsheet up daily. A spreadsheet that is updated monthly need only be backed up when the monthly update is complete.

Backups take time but they are worth it. There's nothing worse than doing the same work twice. Store your backup disks away from your main place of work. If your backup disks are on your workstation next to your Macintosh and there's a fire ... everything goes up in smoke!

What I have presented here is of course not the whole story. Not event the tip of the iceberg, but I do hope that it helps. About the only thing I'd add is practice, practice, practice. Get your hands on your Macintosh. Look at your desktop and how your disks are organised, then experiment. You cannot go wrong if you have all your data backed up. So settle in to your desktop, reorganise your "filing system" and off you go. The Macintosh is easy to use.

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Some Tips for Microsoft Works

by Jan Howley

Just before it disappears off the left of the window, the I-beam cursor changes to a pointer. Clicking once in this (very narrow) area will select a line, clicking twice will select the paragraph.

Don't use underlining when totaling columns, use the graphics layer to draw a little line which can then be copied to form double-underlining.

You can use the Copy Format command to copy the current Ruler settings from one paragraph to another, but only within the same document.

Tabbed columns can be rearranged by pasting them into a spreadsheet. There, you can remove columns, rearrange the order of columns and sort the information. Note: When you past them back, they will have ost their formatting. You can preserve at least the ruler setting by doing a Copy Format before pasting back, then Paste Format to restore the ruler settings.

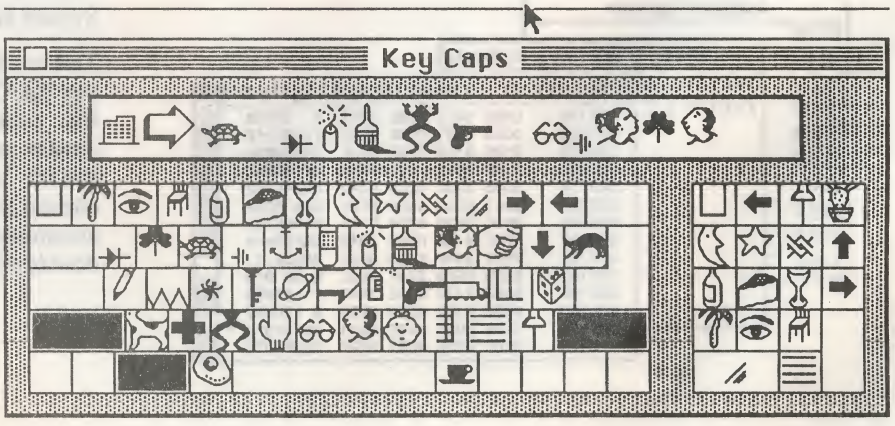
Works Navigation Tips

Keystroke	Word Processor	DataBase	SpreadSheet
Control-A	Top	First Record	Top Left Cell
Control-D	Bottom	Last Record	Last Cell Used
Control-K	Up one window full	Up one Window-full, or previous record when viewing by Form	Up one window-full
Control-L	Down one window-full	Down one window-full, or next record when viewing by Form	Down one window-full

These key combinations are useful for moving around in Microsoft Works 2.0 documents.

Using Apples Key Caps Desk Accessory

This DA shows the keys on your keyboard, plus the result of using them. The keyboard displayed will "black" the keys as you depress them. It does show what your particular font will do, if you remember to pull down the Key Caps Menu and select the font first. Many people have not discovered the last bit.



Changing Screen Dumps from MacPaint Format

by Jan Howley

Ever wanted to take a screen dump of a screen (command shift 3) and not create a MacPaint file? Want to create a FullPaint or SuperPaint file instead? Yes ... Here's how ...

The "secret code" that accomplishes the snapshot is contained in a System-file resource called FKEY ID=3, and the snapshot file, as it is created, is given a signature called the Creator, a four-character designation unique to an application that supposedly "created" the file. That's how, when you double-click a FullPaint document icon, the Mac's operating system goes out and finds FullPaint, runs it, and then opens the document you double-clicked. The Creator designation ties them together. The code in FKEY #3 stamps the snapshot with the MacPaint Creator, MPNT. We will change that.

First, it would be a good idea to backup you system file on the start-up disk or had disk that you want to change - just in case somethin goes wrong. Simply drag a copy off onto a floppy or, if it's too big, compress it with Stuffit, or split it with your favourite backup program. But do back it up, even though this realy isn't a risky venture.

Now run your copy of ResEdit preferably version 1.0 or later. Open the system file on the disk or volume you wnat to alter, scroll down to the FKEY type, double-click FKEY to show the list, and double-click FKEY ID=3. It will bring up a scrollable box of program code - hexadecimal gobbledygook, but it does run your computer!

Click about four times in the grey scroll area under the indicator square, and you should eventually see on the right side the character series (see figure):

!|PNTG∞

!|MPNT∞$

(see picture below)

MPNT is the MacPaint Creator code. All you need to do is put the cursor to the right of the T in MPNT, backspace four times, and replace it with another program's Creator code:

FullPaint = PANT

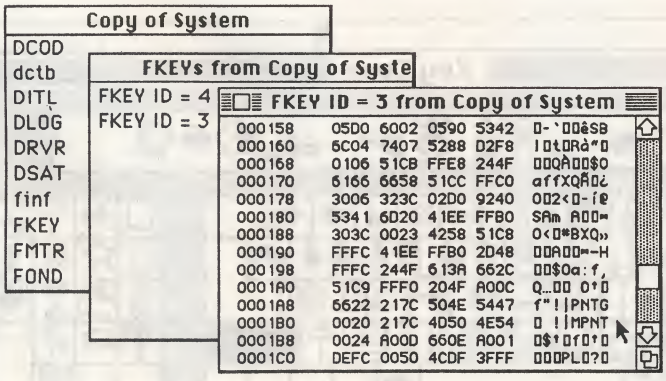
SuperPaint = SPNT

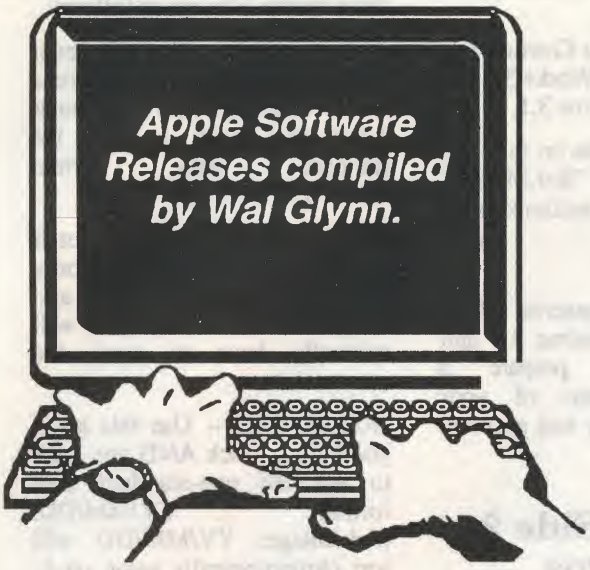
GraphicWorks = MMCB

Canvas = DAT<space>

Be sure you backspace only four characters and type only four new ones. (Note the space after DAD for Canvas!) Make sure the following characters are in the same places as when you began, for instance, just to check. Then close the windows, clicking Yes when it asks you to save the System file. That's all.

Test it out. Return to the Finder and hit Command-Shift-3, and a file called "Screen 0" should appear on your startup disk. It should have the icon of your chosen program and that should automatically open when you double-click it.





October Apple II and IIGS Software Releases

The first two disks, i.e., 130 and 131, contain files taken from the 3.5in disks that are sold to purchasers of A2-Central. In their wisdom the publishers of A2-Central allow the distribution of their PD software, in return it would be a great gesture if you were to subscribe to this magazine - one of the bulwarks in the fight to ensure the continuing development of the Apple 2 line. The cost of an annual subscription to the magazine only is $US28 which includes airmail postage, the magazine and software (3.5 in disk) combined costs $US84.
The address is:

A2-Central
P.O.Box 11250
Overland Park,
Kansas, 66207
U.S.A.

The programs on both of these disks are ProDOS 8 programs which can obviously be used on the 2GS as well as the IIe, etc.

AUG 130 - Side 1 - A2-Central Utilities

AW 3.0 Patcher is a freeware patch program written by Mark Munz to help fix some of the little problems in AppleWorks v3.0. AW 3.0 Patcher uses the same filecard interface as AppleWorks does, so using it is a snap.

To patch AppleWorks, choose the "Fix some AW 3.0 problems" option at the Main Menu. You will be asked to indicate where your AppleWorks 3.0 disk is located at. The AW 3.0 Patcher can find the first AppleWorks anywhere on your drive, so you need not specify a subdirectory unless you have more than one copy of AppleWorks 3.0 on a drive. Once found, AW 3.0 Patcher will display the pathname so that you may verify that is the correct location. Press Escape if it is not. This will allow you to reset the location of AppleWorks.

One of the problems that this program fixes is the difficulty caused when changing printers. When changing your printers, AppleWorks has problems if you remove the default printer after adding a new one. This patch solves that problem. (Patch by Rob Renstrom)

The documentation for this one is in an AWP file called Patcher.Docs.

There is no documentation for Dir.Reader. This program is probably more useful on a hard disk, however it can be used on any drive (provided you know the pathname) and it will print a directory to the screen.

There is a comprehensive manual for Vanilla called Vanilla.Manual (again an AWP file). Vanilla is a shareware hard drive utility for formatting and partitioning SCSI hard drives.

AUG.130 - Side 2 - Utilities and Games

The first program on this side is the old favourite game Othello. If you have not played this frustrating challenge then make sure that you read the instructions that are part of the program.

The second program prints envelope outlines and is called PS.Envelope. No instructions are needed (or given), use this one with special coloured paper to make all of your Christmas envelopes.

The final program on this side is called Ramset. This program has instructions for Apple //c and //e users with bank switch (AUX) ram cards to install an emulated ramdisk and not have it overwritten by AppleWorks. Expansion software is no longer required to run AppleWorks !

The instructions are contained in a TXT file called Ramset.Doc.

AUG.131 - Side 1 - Appleworks 3.0 Ultramacros

The following information is taken from the documentaion (FCM.Docs) which accompanies the two sets of macros for creating File Card Menus - FCM1.Const.Kit and FCM3.Const.Kit.s

THE FILECARD MENU CONSTRUCTION KIT

Introduction

Using the familiar AppleWorks FileCard interface, this group of files for UltraMacros is designed to permit you to easily build a FileCard menu system(s) that suits your own needs.

THIS IS A SHAREWARE PRODUCT.

Think of it -- a personalized startup menu, accomplishing a half dozen different possible startup routines for you at the press of a key, without having to remember which macro command is for which task!

Or how about a special menu for adding files quickly from one of a dozen or more subdirectories on your harddisk, or saving a file to the subdirectory of your choice without having to type in any pathnames!

Can't remember all the TaskFiles you have tucked away on your disk? Why not set them up on an easy-to-read menu for instant selection? Or a menu of HelpScreens so you can pick the one you need in an instant?

The possibilities are almost limitless, and the FileCard Menu Construction Kit makes it SOOOoo easy!

Requirements

The FileCard Menu Construction Kit requires AppleWorks 3.0 and TimeOut UltraMacros 3.1.

There is another file on this side of the disk called "Ref.Macros" and has accompanying documentation called "Mac.Ref.Docs".

This is a set of macros which work with Ultramacros 3.1 and allow you to prepare a line-numbered chart of your macro sets for easy and accurate future reference.

AUG.131 - Side 2 - More Macros

AGE Macros 1, 2, and 3

These three macro files all do essentially the same thing: They calculate a time interval (age) between an end date (assumed for purposes of this discussion to be the current date) and a beginning date or column of dates (assumed to be birthdates) and print out that interval in the form YEARS/MONTHS.

The simplest way to see what they do is to compile either the file AGE.MACS.1 or AGE.MACS.2 and try them (press SA-1) in the accompanying file AGE.SS.

The differences between the three macro files are as follows:

AGE.MACS.1 -- Use this set if you have an internal clock or a clock card in your computer AND you wish to use the standard date format MM/YY/DD.

AGE.MACS.2 -- Use this set if you don't have a clock. The only difference between this and AGE.MACS.1 is that you will manually have to enter the current date.

AGE.MACS.3 -- Use this set if you have a clock AND you wish to use the non-standard date format YY/MM/DD. (Advantage: YY/MM/DD will sort chronologically using oa-A, other date formats will not.)

Four other macros include one which creates a series of three filecard menus for adding files from your custom

subdirectories. When adapted to final form, save it as a separate TaskFile which can be launched from your default macro set (perhaps with BA-A). It will continually prompt you to reload your default macros (with a single key) after use.

Another which creates a series of three filecard menus for saving files to your custom subdirectories. While two others create the ability to save the current screen or change the date format.

AUG.132 - Side 1 - Appleworks Footnote System

This is a series of templates that are designed to be used with AppleWorks 3.0 and UltraMacros 3.1. The footnotes system automates the process

of creating bibliographic footnotes for academic papers. This series of UlraMacro enhanced AppleWorks tools assumes that the user has some basic knowledge of compiling macros and/or creating task files, and understands the basic structure of footnoting rules. Included are macros, documentation and sample files. AppleWorks 3.0 and UltraMacros 3.1 are both required to use these templates.

AUG.132 - Side 2 - U.S. Geography

This is an educational program designed to teach secondary svhool students about the geography of the USA. There are several hi res graphics-based programs and games that teach about the states and there capitals. USA jigsaw present the user with an outline of the USA and and asks for the correct placement of each state. Extra points are awarded if the user also knows the capital. USA Geography presents a map of the USA and asks multiple choice, or fill-in-the-blank questions about the states and the capitals. There is an AppleWorks database that includes pertinent facts about each state. This series of programs and games is both informative and educational.

AUG.133/134 - Sides 1 and 2 - Eamon Adventures

As promised last month, here are two disks (AUG.133 and AUG.134) packed with Eamon Adventures. The adventures on AUG.133 are The Senator's Chambers and Nuclear Nightmare.

On AUG.134 the adventures are The Tower of London and The Feast of Carroll. Remember that to play these adventures you need either of the master disks - AUG.124 or AUG.125.

A1 and A2 - Re-Issue

Due to an oversight the 3.5in disks that are broadly speaking Apple II disks, were not included in the 1990 copy of the Members Handbook. To rectify that oversight they are being re-issued this month.

A1 - Eamon Adventures

Sorry to be seen to be harping on Eamon Adventures but that what this disk is about - it has been mentioned in the past couple of months but because it did not make the Handbook here it is again (in detail).

The Eamon Adventures on this disk are:

Beginner's Cave
The Lair of the Minotaur
The Cave of the Mind
The Zyphur Riverventure
The Castle of Doom
The Death Star
The Devil's Tomb
The Abductor's Quarters
Assualt of the Clone Master

These are all ProDOS versions of the original DOS 3.3 versions and none of them are duplicates of those adventures that will appear over the coming months.

A2 - The Mover

Richard Bennett, one of our more technically minded members created this program which he has classified as Freeware. The Mover allows up to five 5.25inch disks to be moved on the one 3.5inch disk. This is obviously a great way to reduce the storage of your 5.25inch disks. Once placed on the 3.5inch disk you can boot from any one of the five disks and configure any of them as drive 2.

IIGS Releases

GS.66 - GS Slideshow

This is a free running slide show disk with a number of graphics on the disk. Use these graphics or replace them with some of your own. Don't be fooled by this disk - it has ProDOS 8 on it for cataloging purposes, but it needs the GS System to run.

Some of the graphics already on the disk include: Roadrunner, Goalie, Gable, Some.Lady, Saberjet, Ferrari, F15 and Victoria Principal, plus many more.

GS.67 - Font Disk 12

This is another of those disks jambed with fonts for all of those programs which use the standard GS Font format. These programs include Appleworks and Publish It for the IIe, of course you will have to convert the filetype for use with Publish It.

Fonts on this disk are: Aragon.24, Ascii.12, Aust.Econ .9, .10, .12, .18, .20, .24, Babylon.18, Berkeley.18, Border.12, Boxie.10, Broadway.18, .42, Bubbles.14, .24, Cactus.Deco.18, .24, Cactusdeluxe.48, Calgary.36, Calisto.18, Cambridge.36, Camelot.12,.24, Canberra.12,.24, Candy.24, Carmel.18, Cartoon.12, Celtic.12,.18,.24,.36, Centura.9, .12, .18, .24, .36, Century.18, .24, Chancery.24, Charleston.10, .12, .14, .18, .20, .24, .28, Chicagonight.12, Chicmath.9, .12, .18, .24, Chubby.24, Chugach.12, Ciao.12, Circus.12, .18, .24, .36, Cirth.48, Code.3.of.9.18, .24, .30, Colville.9, Copenhagen.12, .18, .24, Coptic.10, .20, Coventry.12, Cream.12, Creamy.10, .12, .20, .24, Cross.24, Cupertino.12, .24, Cupertino2.12, .24, Cursive.12, .24, Cyril.12, Cyrillic.12, Dali.24, Dallas.12, .18, .24, Deep.Box.36, Demographics.36, Detroit.24, Dots.24, E.Orange.18, Egypt.Al.18, Elvish.12, Equations.12, Fancy.Cap.72, Floor.Plan.9,.24, Klingon.24, .48, Milwaukee.12, .24, Miscpix.24, Music.9, .10, .14, .18, .24, Paint.18, Quebec.18, Schematic.24, Silvalley.10, .20, States.24, Ultra.12, .14, .24, Venus.14, Vienna.18, and Write.12.

GS.68 - Entertainment

Yet another disk chock full of IIGS entertainmentsoftware. Included are Wheel, a text-based version of Wheel of Fortune; Yahtzee, a beutiful looking and fun to play version of the dice game classic; Fourplay, a Tetris-like strategy game; Tetrotrix, a Tetris clone with versions supplied in both English and French; Tanks, a strategy game where you try to avoid the evil Elvis-Tanks; Daleks, a super hi-res strategy game; Brian Greenstone's latest offering, Senseless Violence2, a shoot-em-up with a socially responsible anti-drug message; MatheMusic, a pendulum-like graphics display that plays heavenly music; and Cows, a series of hilarious ASCII text-based graphics of cows that have to be seen to be believed.

GS.69 - Sound Smith Song Disk

When Sound Smith was released, the first set of music disks played only four tracks at once. On this latest Sound Smith music disk, a number of songs contain 10 instruments and are played back using up to 13 tracks (or voices) simultaneously. All these songs were created by fellow Sound Smith enthusiasts and users. Included are all new songs: Alf, Axel F, Carl's Rhythm, Drums, Funkytown, JCD.Magablaster, Song1, Song2, Strange Copter, and Yakety Sax. A Sound Smith program disk is required.

GS.70 - Joe's SHR Clip Art Disk No.1

On this disk there are 75 IIGS Super Hi-Res, 640 mode, Apple Preferred Format full screen graphics created using a

Quickie hand-scanner. All the graphics are black and white or grayscale, and ideal for using with Appleworks GS, Hyperstudio, or any 640 mode IIGS paint program. Included are graphics of famous and not so famous people, children, travel, animals, music and much more.

GS.71 - GIF Graphics Disk No 2

GIF, or Graphic Interchange Format, is a type of file developed by Compuserve Information Network, that allows users of different non-compatible computer systems to share graphics with each other.

Included on this disk are 28 graphics that can be viewed by any Apple IIe, IIc, or IIGS. Although the majority of these graphics were created on the IIGS the ones here have been chosen because they look fine at any resolution. Included are

Castle, Green Parrot, Lighthouse and NASA logo. There are a series of four of these disks currently available. Two will be issued this month and the others next month.

You will need one of the two GIF decoders that are supplied on GS.48. SHR Convert is a shareware program for the IIGS; IIGIF is freeware and works on any Apple.

GS.72 - GIF Graphic Disk No 3

There are 13 more GIF type graphics on this disk which include Bunny, White Dragon, Wizard and Ferrari.

GS.73 - Shareware Card Games

Cartus Primus is one of the premier shareware programs. It allows you to play three-handed versions of the following card games: Cribbage, Gin Rummy, Hearts, Pinocle, and Pitch. The computer will play two hands and you the third. You can get hints from the computer and even design your own card decks. Also included are Euchre and Sheepshead, both of which perform flawslessly on single 3.5in drive systems. Detailed instructions are provided on the disk to show how to create a self-booting disk with all the other card games on it.

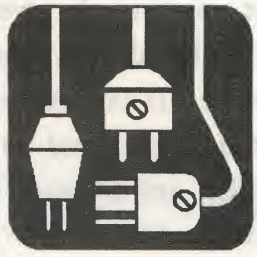
GS.74 - Space Graphics

Another disk containing IIGS Super Hi-Res scanned graphics, this time from NASA. All are 320 x 200 mode graphics that can be viewed with the included slide show program, or loaded into any IIGS Paint program. 320 mode graphics display 16 colours at once, so many of these graphics are " near photographic quality". Included are scanned graphics from the surface of Mars, photos of the Space Shuttle, photos taken of Earth from Space and several photomontages from Voyagers trip.

GS.75 - Print Shop IIGS Graphics

Print Shop users are always on the lookout for new graphics. This disk has 72 all new, multi-coloured graphics for use with Print Shop GS, Publish It! 3, or Labels, Labels, Labels. There are also 15 new borders and 15 new fonts for Print Shop users only.

Apple User Group



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Applecations

Copy is always needed for the user group magazine. This can be: programs, or useful subroutines – with suitable documentation. The greatest value is obtained when a technique can be understood by the readers so that it can be further utilised. Articles on specific topics may be paid for at the discretion of the editor. Reviews are popular because they enable other Apple owners to assess the usefulness of a product. Business techniques or modifications particularly welcome. Hardware modifications should be supplied with clear constructional details and pictures if possible.

All material is preferred supplied in text file format on a disk, and printout. For Apple// - DOS 3.3 or Appleworks files on 5.25 inch, or Macintosh TEXT files son 3.5 inch disks are preferred.

Please supply all text material UNFORMATTED, and hard copies of any programming information, tables or other illustrative matter. Always keep a master copy in case of loss or damage in transit.

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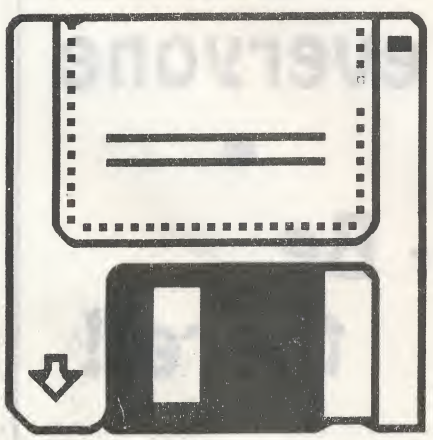

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A non-profit making association, the AUG (Sydney) Incorporated has been in existence since 1978. Meetings are held on Monday from 6.30pm at the

STEPHEN ROBERTS THEATRE, UNIVERSITY OF SYDNEY

The 1st Monday of each month: General Macintosh Group meeting as well as Apple Special Interest Groups

The 2nd Monday of each month: General Apple// Group meeting as well as Macintosh Special Interest Groups

Holiday Monday meetings are cancelled, and dates for substitute meetings are subject to Executive Committee decision (details are published in *Applecations* prior to meetings).

We share experiences, demonstrations, trade ideas, goods, and discuss developments in the Apple world.

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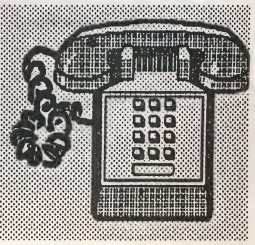

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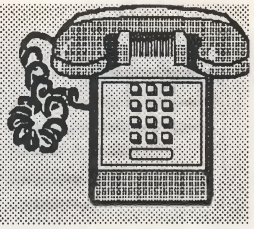

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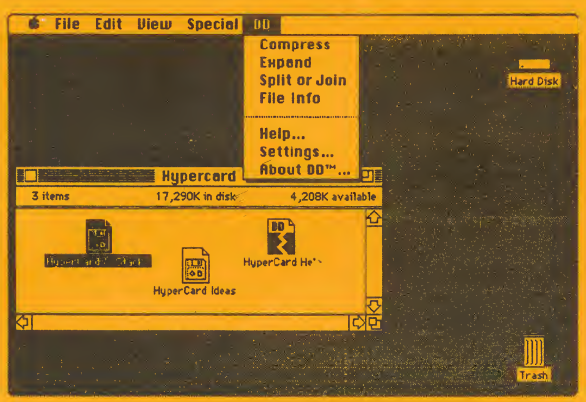

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DiskDoubler is brilliantly simple to use and install. Just move the DiskDoubler INIT into the system folder and restart. DiskDoubler appears on the Finder menu bar. And DiskDoubler uses an ultra-safe scheme that prevents data loss—even if you pull the power plug while compressing.

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